

SUPER MARIO RPG LEGEND OF THE SEVEN STARS

Nintendo®
PLAYER'S GUIDE



The complete guide to all the twists and turns of Super Mario RPG—straight from the pros at **NINTENDO POWER**

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GRAB THIS GUIDE AND JUMP IN

As Mario plunges into the biggest adventure of his plumbing career, players will find themselves in strange worlds, battling weird enemies and facing cunning puzzles. Just like Mario, they're going to need all the help they can get.

Don't expect Smithy and his star-crossed minions to stop and show Mario the way...unless it's how to reach a dead end. No, what you need to stomp your way from the Mushroom Kingdom to Nimbus Land and beyond is help from the pros at Nintendo. This Player's Guide includes all the maps, road signs, secrets, strategies, lists, charts, tidbits and tadpole tips that you'll need to help Mario and his oddball band of companions bring Smithy to justice. Think of it as your secret weapon. Once you've equipped yourself with the Super Mario RPG Player's Guide, you'll be ready for the adventure of a lifetime.

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Mario could knock and, when asked, reply: "It's the plumber. I've come to fix the sink." Time's a-wasting, though, so he decides to dispense with standard etiquette. Instead, he charges right in and starts brawling with every Koopa in sight. A few roundhouse blows are enough to send the palace guards packing. Without hesitating, Mario charges into the throne room, dimly lit by candles in the chandeliers above.

Peering up through the gloom, Mario feels his heart leap into his throat when he sees the Princess dangling from a thin rope far above! From his perch on top of a nearby chandelier, Bowser has gone into full gloat. Mario wipes that smirk off Bowser's face by leaping onto another chandelier and putting up his dukes.

Helped by some timely hints from the Princess herself, Mario shatters the chain holding up Bowser's chandelier and sends him plummeting to the floor. It appears that the latest round in the ongoing Mario vs. Bowser feud, like every one before it, will go to the mustachioed one.

Mario rushes to untie the Princess. But before he can reach her, a gigantic, unseen force hits with the violence of 100 burst pipes, tossing Mario clear of the castle! When Mario finally lands on distant Vista Hill, he turns around just in time to see a titanic sword plunge through the roof of Bowser's castle, as the earth trembles and giant lighting bolts race across the suddenly dark sky!

With a sneer that could cut granite, the immense intruder booms out a warning to all. The sword, who calls himself Smithy, vows world conquest! Questions rush into Mario's head. Who is this awesome alien? Can anyone resist his terrifying power? And what happened to the Princess? Mario is determined to find some answers. But he knows that he'll need all the help he can find!



TIPS FOR TADDPLES

"You'll never get far without mastering the arts of warfare, so check out the charts here and on the next five pages. Back up your bang by picking every Flower that comes your way. Personally, I prefer cricket confections, but then I'm not the one who has to fight Smithy, am I?"



ATTACK TECHNIQUES

You can buy, find or win many weapons on the long road to Smithy. Once equipped, these weapons become a character's Regular Attack. Be sure to check your Equip menu to see just how much a weapon increases your Attack capability. When it comes to besting baddies, Regular Attacks are your bread and butter. Special Attacks look great, but draw down your limited supply of Flower Points. You can wreak extra damage with Timed Attacks, as indicated on the chart at right. Whenever you're low on cash, sell your obsolete weaponry to shopkeepers. Who knows? They might help out an apprentice plumber!



DEFENSE

If you press the A Button just before an enemy lands an attack, sometimes you can blunt the damage.



RUN AWAY

Sometimes you can beat a hasty retreat from a tough battle by pressing the B Button and selecting Run Away.

TIMED REGULAR ATTACKS

MARIO



PUNCH

Double-whammy your opponent by pressing the A Button just before you punch.



MALLET

Press the A Button just before swinging to bring the hammer down twice.



SHELL

Press the A Button just before the shell lands on your foot and you'll really kick-start it.

MALLOW



PUNCH

Press the A Button just before punching with no weapon, the Whomp Glove or the Sticky Glove.



STICK

Press the A Button just before swinging the Froggie Stick or Ribbit Stick.



CYMBAL

Press the A Button just before slamming the regular Cymbals or Sonic Cymbals together.

GENO



PUNCH

When the Double Punch or no weapon is equipped, press the A Button just before punching.



SHOT

Press the A Button just before firing the Finger Shot, Hand Gun, Hand Cannon or Star Gun.

BOWSER



CLAW

Press the A Button just before slashing with the Drill Claw or no weapon equipped.



CHOMP

Just before releasing the Chomp, Chomp Shell or Spiked Link, press the A Button.



GLOVE

Press the A Button just before picking up Mario or the Mario doll.

TOADSTOOL



GLOVE

Press the A Button just before attacking with the Slap Glove, Super Slap or barehanded.



WAR FAN

Just before swinging with the War Fan or Parasol, press the A Button.



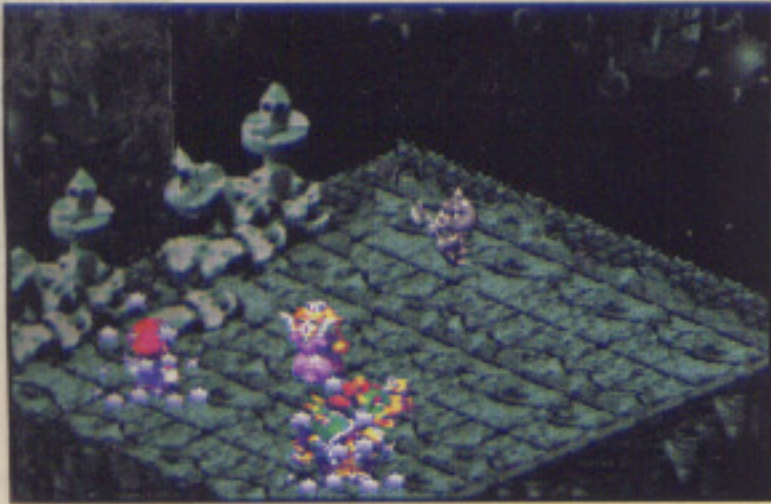
PAN

Enjoy heavy metal music by pressing the A Button just before swinging with the Frying Pan.

THAT OLD BAD MAGIC

Y X B A SPECIAL CURE ITEM CURE

Enemies have their own Special Attacks, only they use them for evilness instead of niceness. Ah well. Characters can heal stricken allies and even themselves with the items indicated. But your best cures for bad magic are the Princess's Therapy and Group Hug moves.



SCARECROW

As a scarecrow, you have few options.



THERAPY
GROUP HUG

ABLE JUICE
FRESHEN UP
MUKU COOKIE



POISON

Poisoned pals turn purple and gradually lose HP.



THERAPY
GROUP HUG

ABLE JUICE
FRESHEN UP
MUKU COOKIE



SILENCE

Shhhh! No Special Attacks allowed!



THERAPY
GROUP HUG

ABLE JUICE
FRESHEN UP
MUKU COOKIE



SLEEP

Snoozing friends can't fight, use items or even defend themselves until awakened.



THERAPY
GROUP HUG

ABLE JUICE
FRESHEN UP
MUKU COOKIE



MUSHROOM

The only fun in being a fungus is watching your HP gradually recover.



THERAPY
GROUP HUG

ABLE JUICE
FRESHEN UP
MUKU COOKIE



FEAR

Watch for enemies scaring half your offense and defense power out of you.



THERAPY
GROUP HUG

ABLE JUICE
FRESHEN UP
MUKU COOKIE




DOWN

When an ally falls in battle, resurrection is called for.



COME BACK

PICK ME UP

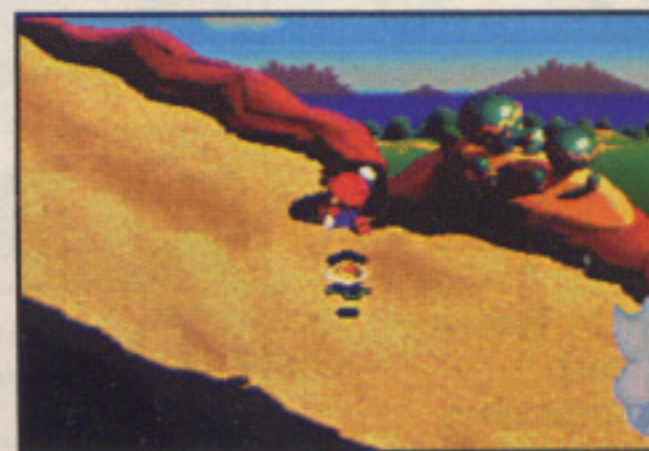
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FLOWER POINTS

Almost as important as Hit Points, Flower Points power all your Special Attacks. You'll start the game with 20, then gradually increase your total to a maximum of 99. Sharp shopkeepers will offer to buy your Flower Tabs or Jars, but you should never sell out. You should always keep a good supply of Maple Syrups and other items that replenish FP on hand. Take a break between legs of your journey and crash in Inns that replenish both your HP and FP.



Got a "Flower Jar"!



TREASURE BOXES

Flower Tabs and Jars are often hidden in Treasure Boxes throughout the world.

PEOPLE

Friendly souls will fork over Flowers if you bring them special items or patronize their business.

PICK 'EM UP

You can also pluck Flowers on Booster Hill and in Belome's Temple.

INVISIBLE BOXES



Magic of an unknown origin cloaks 39 Treasure Boxes that float unseen overhead in Mario's world.



Make them visible by standing directly below and jumping. Jump again to grab the treasure inside.

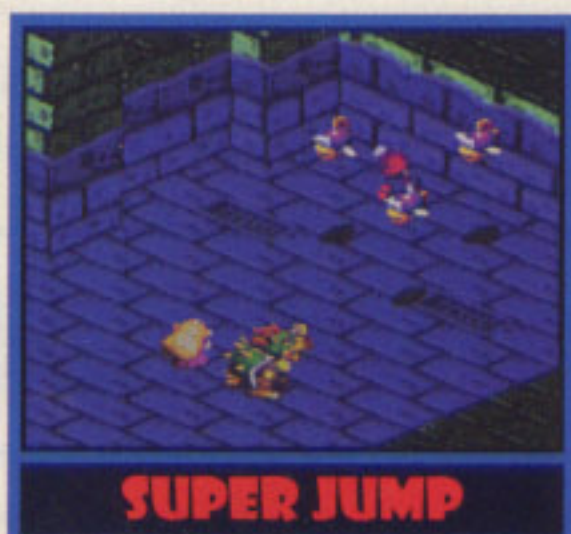
FIVE HEROES

Talk about a motley crew. Mario's great, and of course Princess Toadstool lends a touch of class to the adventure. But, an overweight tadpole? A walking doll? The King of the Koopas? It will take a firm hand to mold this ragtag band into a lean, mean, fighting machine!



JUMP

3 ONE ENEMY



SUPER JUMP

7 ONE ENEMY



ULTRA JUMP

11 MANY ENEMIES

MARIO



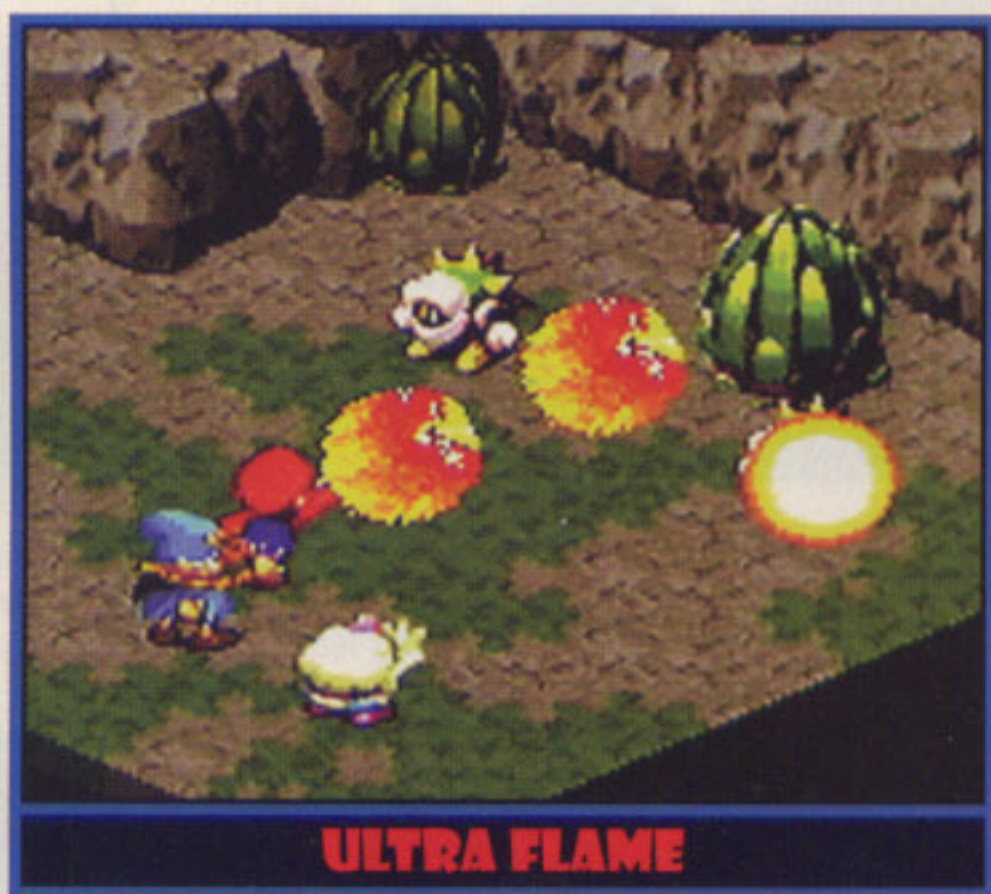
FIRE ORB

5 ONE ENEMY



SUPER FLAME

9 ONE ENEMY



ULTRA FLAME

14 MANY ENEMIES

Serve up a simmering plate of baddie barbecue, courtesy of Mario's fists of fury. Simply press the Y Button as fast as you can to smoke the competition. At Level 18, Mario masters the Ultra Flame, which sprays scorchballs every which way. As with the Ultra Jump, Mario should begin by focusing on the enemy he wants to damage most. Enemies on the periphery of the attack sometimes suffer no damage at all.



When an oversized piece of cutlery slices into Bowser's Keep, it's up to the world's pluckiest plumber to throw a monkey wrench into the proceedings. Mario always leads the charge into battle, but he won't accomplish his mission without some gallant sidekicks.

A VERY SPECIAL KEY

	Press the Y Button to initiate the attack, then press it again just before you make contact.
	Repeatedly press the Y Button as quickly as you can.
	Press and hold the Y Button to build energy, then release when you see three stars on the screen.
	Rotate your thumb clockwise on the Control Pad to build energy.
	To activate Mallow's and Toadstool's healing moves, simply press the Y Button once.



FIVE HEROES



THUNDERBOLT

2 ALL ENEMIES

Mallow's first attack proves valuable from the start to near the end of the game. Until Bowser comes aboard, it's the only way to attack multiple enemies at once. Later on, the Thunderbolt scares ghostly opponents away. Plus, it only sets you back a measly two Flower Points.



PSYCHOPATH

1 ONE ENEMY

Who sees deep into the hearts of enemies? Mallow! His weird talents include the ability to see how many Hit Points one enemy has left. Knowing what you're up against can help you decide on a plan of attack.



HP RAIN

2 ONE ALLY

Mallow and Princess Toadstool are the only party members who can heal pals. HP Rain will replenish a pal's Hit Points. The amount you replenish depends on Mallow's Magic Defense level.



SNOWY

12 ALL ENEMIES

Save this frosty attack for times when you're facing foes who are vulnerable to ice attacks. Examples include Kriffids in Bean Valley and most of the troublemakers lurking in Barrel Volcano. Down on the lava lakes, they hate it when a cold front moves in!



SHOCKER

8 ONE ENEMY

With laser-like intensity, Mallow focuses his lightning ability on one opponent with this spectacular move. You can probably find more cost-effective ways to shock your opponents.



STAR RAIN

14 ALL ENEMIES

As with Mario's Jump Attacks, you must press the Y Button just before touching down. This powerful move takes a bit of practice.

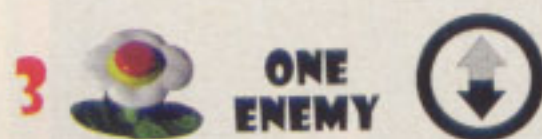
MALLOW

Though wet behind the ears, this would-be frog brings a perky presence to Mario's party. Although his appearance wouldn't scare a flea, many an opponent feels weather-beaten after undergoing one of Mallow's meteorological attacks. Now, if he could only find his real parents!





GENO BEAM



Like most starfighters, Geno packs a ray gun. Press and hold the Y Button to charge it up, then release to slice an enemy. For a little guy, Geno puts on one heck of a laser show.



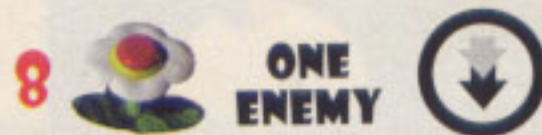
GENO BOOST



Sprinkle some star dust on a friend to increase both his Regular and Special Attack abilities in battle. Time it right and you can boost his or her Defense abilities, too. You'll be surprised how quickly you can win a battle if you use the Geno Boost on Mario right at the beginning. Geno can give himself a Boost, too.



GENO WHIRL



When timed correctly, the Geno Whirl will slice away 9,999 of an enemy's Hit Points. However, major enemies can usually blunt this slashing salvo.



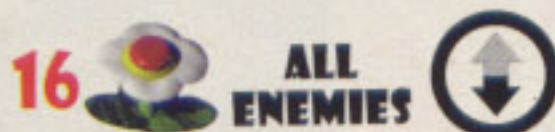
GENO BLAST



Sometimes called the Battling Borealis, this shimmering, spectacular show leaves many a rival light-headed. Like most of Geno's attacks, it's especially powerful against unearthly enemies.



GENO FLASH



Geno's light brigade really packs a charge! It volleys and thunders all over the battlefield, scaring the bejeebers out of most opponents. This move doesn't require great manual dexterity. Just press and hold the Y Button.



GENO

After taking a quick glance at all the troublemakers patrolling Mario's world, this stranger from a strange place decides to lay low until he can get some help. Using his supernatural powers, he transforms himself into the humblest of household items: a doll. But baddies know that fighting Geno isn't child's play!





BOWSER

"One for all and all for one" may be the motto of most members in Mario's party, but Bowser prefers to mutter, "And I'll take care of myself!" This cruising bruiser normally sticks his neck out for nobody but signs on with his long-time nemesis after his cowardly confederates head for the hills. If he spent less time nursing his tough-guy reputation and more time fighting, things would go much smoother. But then he wouldn't be Bowser, would he?



TERRORIZE

6  **ALL ENEMIES** 

Why say "Boo" when you can say "Big Boo"? Bowser's spiritual partner is especially effective against small fry and others vulnerable to Fright Attacks. Just be sure to rotate the Control Pad as quickly as possible.





POISON GAS

10  **ALL ENEMIES** 

Leave it to Bowser to come up with the sneakiest, dirtiest and just plain orneriest attacks in Mario's party. "Why, thanks for the compliment!" he'd probably say. Unleash this toxic attack early in a battle. Poison Gas won't cause much damage at first, but enemies will keep coughing up HP long after the cloud has dissipated.



BOWSER CRUSH

16  **ALL ENEMIES** 

In a top-secret laboratory deep in Bowser's Keep, nerdy Koopas labored long hours for many months. Their goal: develop the ultimate weapon for squishing flowers and scaring butterflies. Just as they put the finishing touches on the giant Mecha Koopa, though, Smithy invaded. Bowser was initially bummed out that he had to put his plans for carnation crushing on hold, but he brightened considerably when he discovered that the Mecha Koopa does a slam-bang job of bashing enemies. Mwa ha ha!



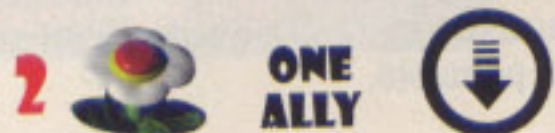
CRUSHER

12  **ONE ENEMY** 

Jealous of Mallow's ability to control the weather, Bowser has perfected this earthbound attack. The Crusher causes a jagged rock to jut up beneath one enemy. Amateur geologist and others who press the Y Button just before the mini-mountain erupts can knock an enemy stone-cold.



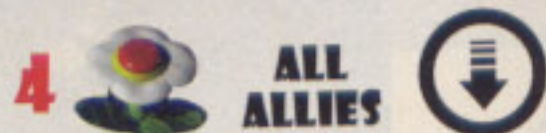
THERAPY



Replenish a friend's HP supply with this low-cost move of mercy. Therapy also revives friends who've been blindsided by bad magic. Call on Therapy whenever a friend has been silenced, poisoned, or bewitched. Therapy, Group Hug and Mallow's HP Rain are the only Special moves you can use outside of battle.



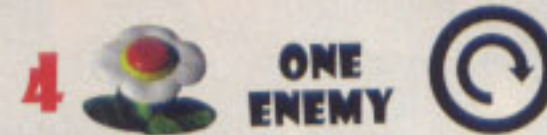
GROUP HUG



Without a doubt, this is the single most valuable Special Attack in the entire game. Group Hug is just like Therapy except that it heals everyone in the party, including Toadstool herself. It doesn't quite replenish as many HP as Therapy, but in the heat of battle, who's going to quibble?



SLEEPY TIME



"Look deep into my eyes. You are getting sleepy. Very sleepy...." You get the picture. This snoozing move renders an enemy incapable of attacks for several rounds. However, any attack on it will wake it up.



COME BACK



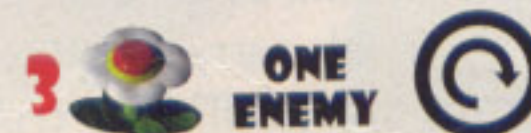
Second in importance only to Group Hug, Come Back revives a fallen comrade on the field of battle and replenishes half his HP. However, you should always keep a few Pick Me Ups on hand in case the Princess herself gets bopped.

PRINCESS TOADSTOOL

You won't be able to finish the game without taking the Princess into battle, especially against major enemies. Her attacks wreak the least damage of any hero, but her healing powers are unparalleled. Protect her with armor and accessories that max out her defensive capabilities.



MUTE



This move forestalls magic attacks. The more quickly you rotate your Control Pad, the longer its effects last. But note that other enemies can still work bad magic on you.



PSYCH BOMB



If you want to finish a battle quickly, go ahead and pay the high price for this medium-payload attack. Otherwise, hunker down in Defense mode and let the Princess's pals do the pulverizing.

SUPER MARIO RPG™ LEGEND OF THE SEVEN STARS

Things are rough all around, and if Smithy has his way, they'll will get a lot rougher. Here's your guide to the ins and outs, the lowlives and the high spots of your trek to the titanic troublemaker. But remember: all work and no play makes for one dull plumber. Take some time for the fun and games along the way. So make like Mario and jump right in!

GUIDE TO THE GLORY



MUSHROOM KINGDOM

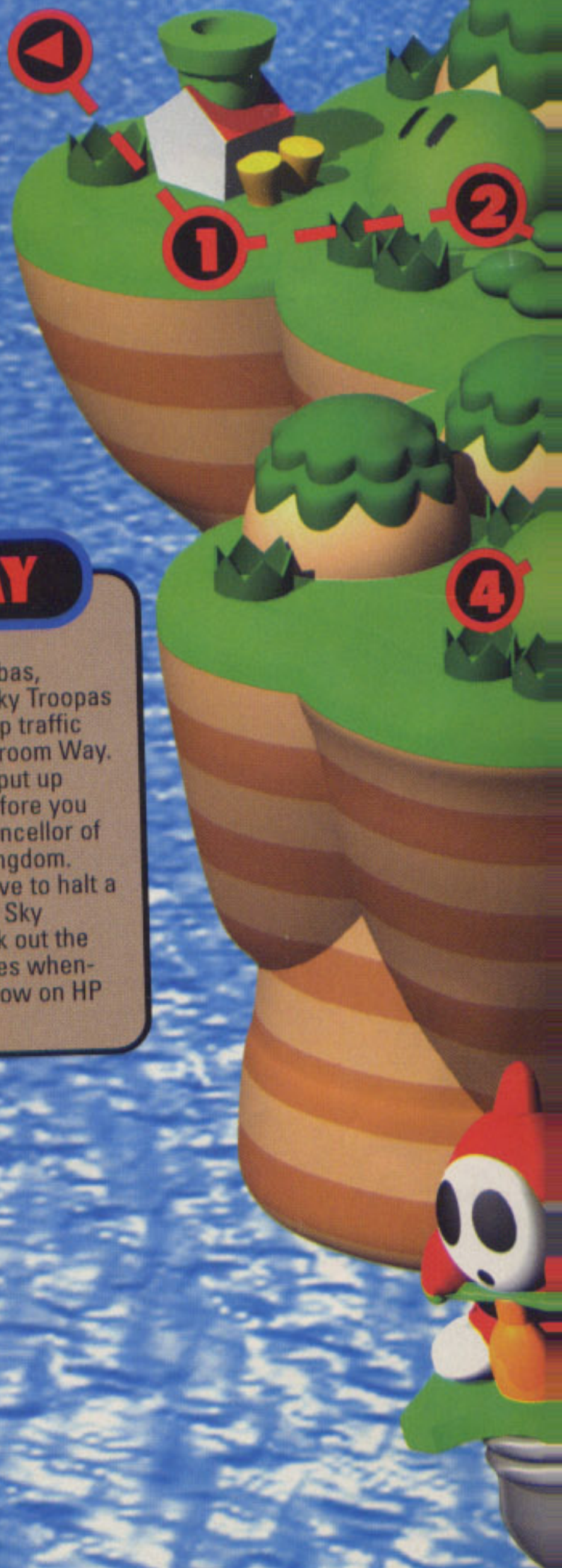
1

MARIO'S PAD



Tired? Stressed out? Return here often to replenish Hit Points and Flower Points. Just flick off the light and flop into bed. Don't worry. No enemies will attack Mario in his humble little sanctuary. From nearby Vista Hill, Mario can keep an eye on Smithy, who's not about to budge!

TO VISTA HILL

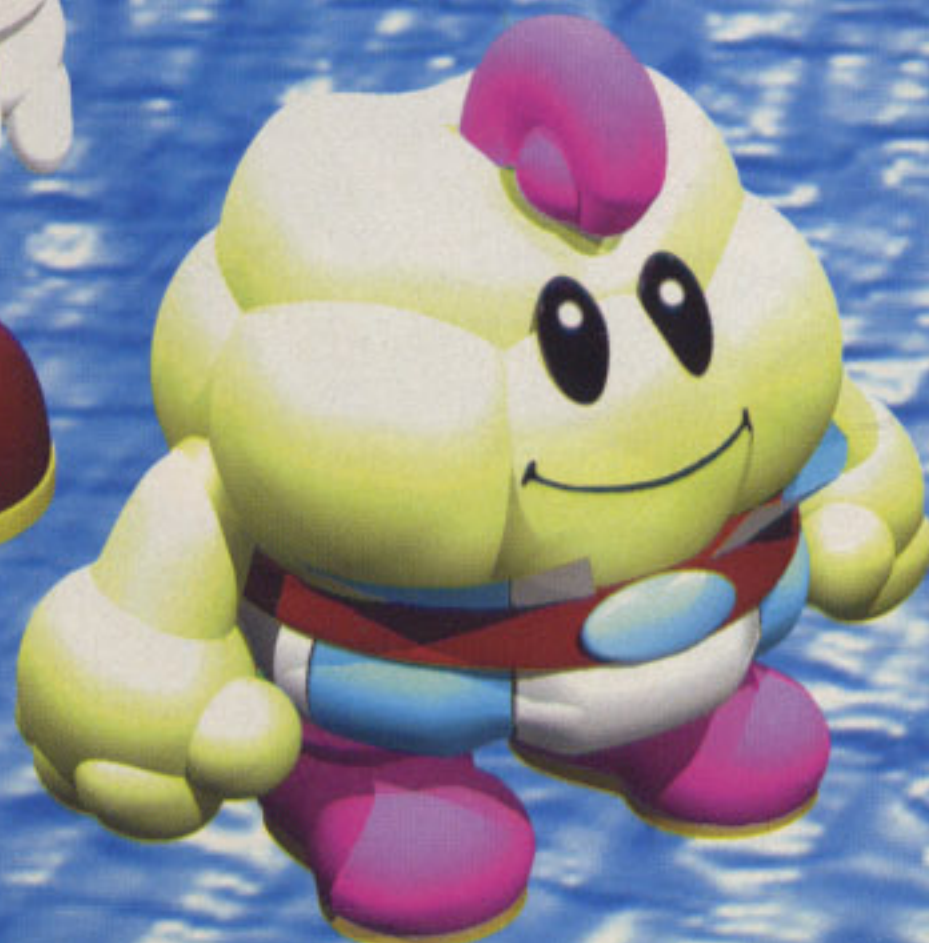


2

MUSHROOM WAY



Gobs of Goombas, Spikeys and Sky Troopas are jamming up traffic through Mushroom Way. You'll have to put up your dukes before you get to the Chancellor of Mushroom Kingdom. You'll even have to halt a Toad-napping Sky Troopa! Check out the Treasure Boxes whenever you get low on HP and FP.





THE WISDOM OF FROGFUCIUS

"We haven't yet met, Mario, but listen up anyway. Somewhere around here you'll find a Star Piece. Take good care of it, and keep looking for more. Something tells me they're going to be as important as beating Smithy himself. If you want to know more, drop by my study in Tadpole Pond. Be sure to take good care of my grandson, Mallow. Oh, by the way, you wouldn't have any dainty delectables made of crickets, would you? I love 'em!"



TO KERO SEWERS



3

MUSHROOM KINGDOM



Mario makes a beeline to the Chancellor and relays the dire news. Before hitting the Smithy trail again, he's called upon to halt a one-crocodile crime wave that's hit this humble burg. To make matters worse, a torrential downpour by the name of Mallow is moving in from Tadpole Pond!

4

BANDIT'S WAY

With his new friend in tow, Mario puts the pedal to the metal as he pursues the larcenous lizard over hill and dale. Mallow's weather wizardry gets Mario to thinking. The little fellow might make a mighty fine addition to Mario's band!



MARIO'S PAD AND MUSHROOM WAY

It's time to hit the road! In this early stage, you'll learn the basics of battling, Mario-style. You'll also learn how to replenish your precious Hit Points (HP) and beef up your arsenal. Just listen up when Toad talks, O.K?



ROLL INTO THE ROLE-PLAYING GAME

The first of many Save Blocks you'll encounter hovers just outside Mario's Pad. Whenever you see one of these, hop on to save your game. Should you lose a battle, you'll start again at the last Save Block you used. Save Blocks can be found in many places. There's always one inside the Inns of the towns you'll visit.

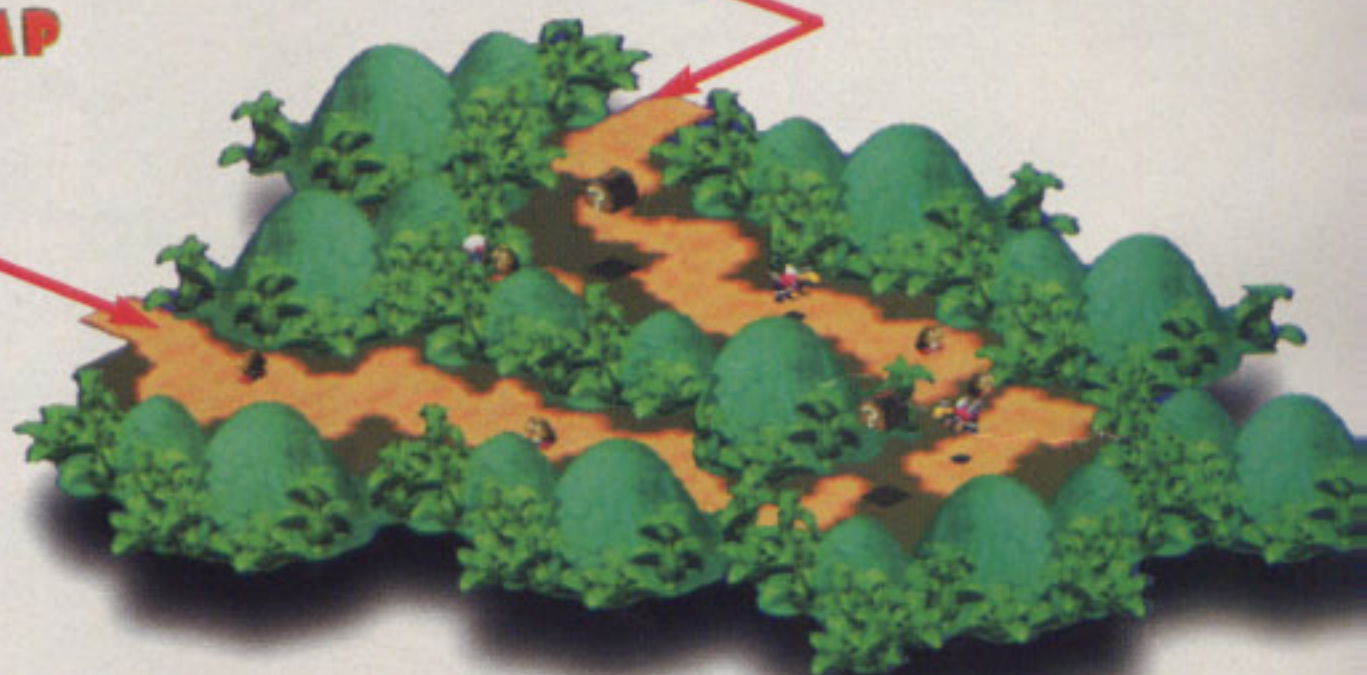


Stand in front of lamp and press A Button to turn off and take a snooze. When Mario awakes, HP and FP will be replenished.



WORLD MAP

WORLD MAP



TOAD

Toad appears many times throughout the game, asking how things are going and telling you how to perform certain tasks. Here he gives you a quick lesson in using the items you'll come across. When you return to Bowser's Keep to fetch Princess Toadstool, the Smithy Gang will announce it's fiendish plot for world conquest!

Do you know how to use items?
(I have no idea)
(Of course I do!)



PETAL PUSHER

Put Mario's jumping power to work. Stand on the rotating red flowers, then press the B Button when facing toward the rocky outcropping. Mario will rocket up. Press B again while standing under the Treasure Boxes to retrieve the goodies inside. Be prepared to halt a Sky Troopa who's whisking Toad away! Remember the Mushroom power-up hidden in the Treasure Box by the exit. At any point in the game you can return to this area to replenish your HP and FP.



HINT! HIT 'EM HARD

For once, Toad has a good reason to be impatient. With the Smithy Gang threatening world conquest, Mario had better get word to the Chancellor of Mushroom Kingdom, pronto! Before Mario has taken more than a few steps, though, he runs smack into Toad. It seems that the little guy has forgotten to pass along some key information. After handing over a Mushroom, which boosts Mario's HP, Toad explains how to use items such as Mushrooms. Then it's time for combat college. Toad will explain Timed and Special Attacks. Pay close attention. You'll never make it to Smithy without mastering the essentials of Mario-to-minion combat!

TIMED ATTACK

To perform a Regular Attack, press the A Button. If you press the A Button again just as you're about to strike, though, you'll increase the damage inflicted. For example, Mario will land two punches instead of one. All of Mario's future allies can perform Timed Attacks.



SPECIAL ATTACK

Unleash Special Attacks, such as Mario's jump, by pressing the Y Button. Press the Y Button again just before landing to increase the damage inflicted. Toad's lessons will serve you well as you earn Experience Points and gain new Special Attacks.



DEFENSE

Press the A Button just before an enemy strikes and you can sometimes blunt the blow. This move doesn't work all the time, though.



WORLD MAP



After beating the Hammer Brothers, you'll win one of their hammers. It's useless, though, unless you go to the Equip function on the menu to place it in Mario's hands.

HAMMER BROTHERS

It's usually best to concentrate on eliminating one enemy at a time. Here, two malicious mallet-wielders block the way to the Mushroom Kingdom. Bash each brother in turn with one Timed Jump Attack and one timed Regular Attack. If your HP drops below 10, refresh yourself with a Mushroom from Toad. Beat the brothers and your booty will include a Flower Jar and one of their big hammers.





MUSHROOM KINGDOM

Troublemakers may haunt the countryside in Super Mario RPG, but the towns are surprisingly safe. Here you can freshen up at the Inn and stock up at the Item Shop.



HEY! IT'S THE QUESTION MAN!

On the long and winding road that leads to Smithy's door, information is as valuable as weaponry. Whenever Mario comes to a town, he should go into every building and interrogate everyone he meets. The Mushroom Kingdom is a bit deceiving on this score. Outside the Castle, Inn and Item Shop, the Mushroom folk are singularly unhelpful. In other towns, though, seemingly minor characters often offer big clues or terrific deals you won't want to pass up. In the spirit of every Mario game, Super Mario RPG is packed with lots of hidden treasures and puzzles!

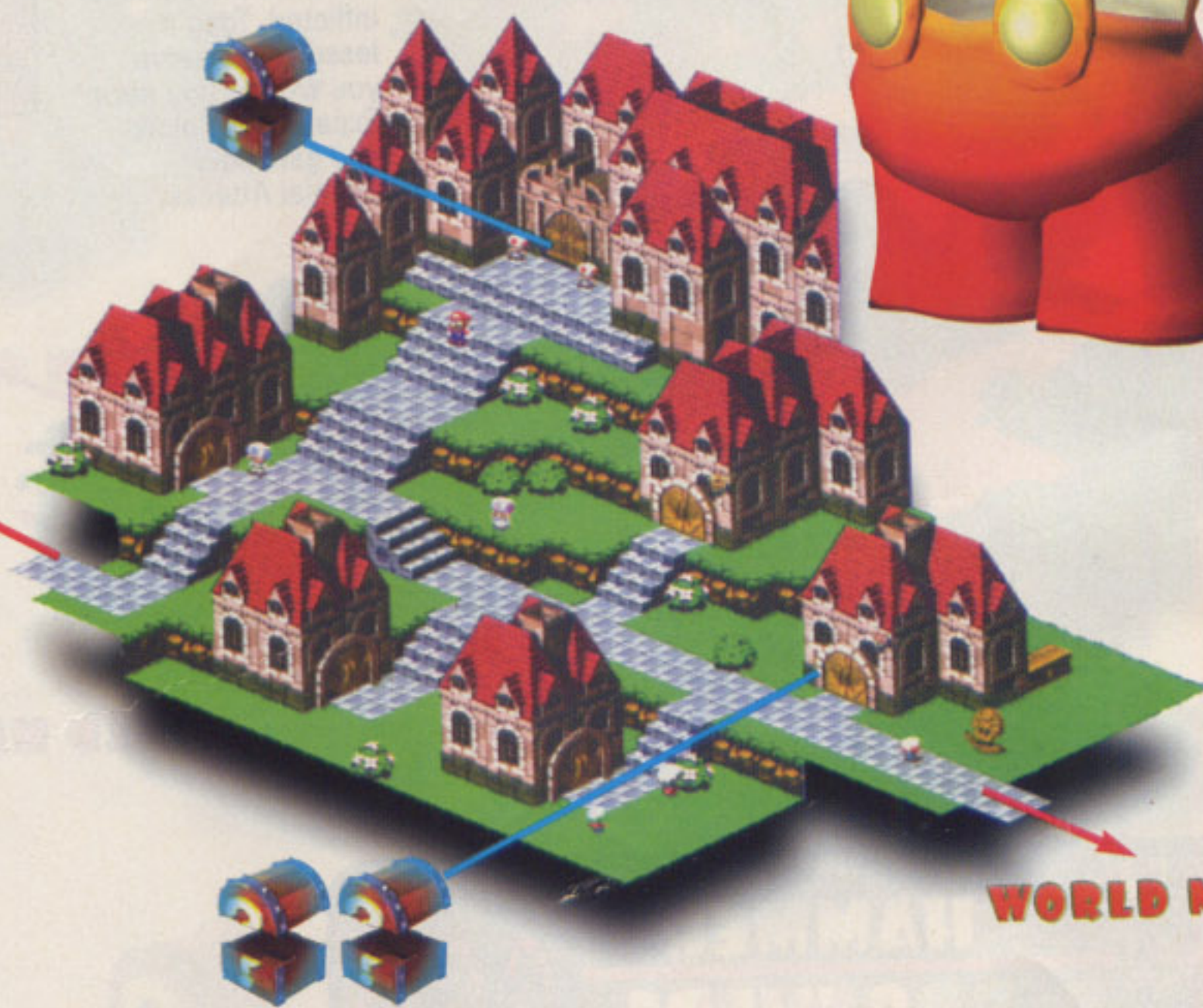


TREASURE TIP

You'll always find Item and Tool Shops under the friendly sign of the spinning mushroom. In this shop, go down the steps. A man in the basement will give you a lesson in locating hidden Treasure Boxes. Jump as much as possible throughout the game, but especially in rooms, tunnels, halls, dungeons and other closed areas. Sometimes you can even walk off into space and find a Treasure Box.



WORLD MAP



MALLOW

On the streets of the Mushroom Kingdom, you'll meet this rotund little fellow boo-hooing over the theft of his grandpa's coin. And when Mallow cries, everyone gets soaking wet! Stop the cloudburst by agreeing to help Mallow catch the pickpocket. His strange ability to change the weather will come in mighty handy!

Y, yes?...Gee, you're soaking wet, aren't you?



CHANCELLOR

CHANCELLOR: Mario!
Thank goodness you're here!



TOADSTOOL'S ROOM

Mario can explore by pressing the A Button while standing in front of an object. Use this technique while standing in front of Toadstool's blue chair and you'll get her "???" Just what is the Princess's "???" Good question, but you'll never find out, because the conscientious chambermaid will dash up and give you a Mushroom in exchange for it. Next time, maybe you'll mind your manners!



Talk to the guest-room maid and she'll restore your Hit Points and Flower Points. She'll only do this on your first visit to the Mushroom Kingdom, though.



I'll give you this in exchange.
Just leave everything
where it was!

THE VAUNTED VAULT

After visiting the Chancellor, the Vault Guard will show you a trio of Treasure Boxes. One contains a big Coin, worth 10 regular ones. The others contain a Flower, which adds one point to your maximum FP, and a Mushroom, which replenishes your HP and FP. Note that Mushrooms you purchase only replenish your HP. These boxes will automatically refill once, after you finish the next stage.





BANDIT'S WAY

The larcenous lowlifes hangin' out here don't like you horning in on their turf. Keep a tight grip on your cash and make sure you got a good buddy to ride shotgun.

K-9

These cool canines in their hip shades would like to take a bite out of you. You can limit the damage from K-9's Fangs Attack by pressing the A Button just before one takes a chomp. Unfortunately, there's no defense against K-9's spine-chilling Howl Attack, which weakens your attack capability. Because a K-9 has only 30 HP, sometimes Mallow can wipe out a pack of them with one Thunderbolt strike. Occasionally K-9s team up with lizard-like Frogogs to make a particularly ugly gang. Pound the Frogogs with Mario's big hammer.

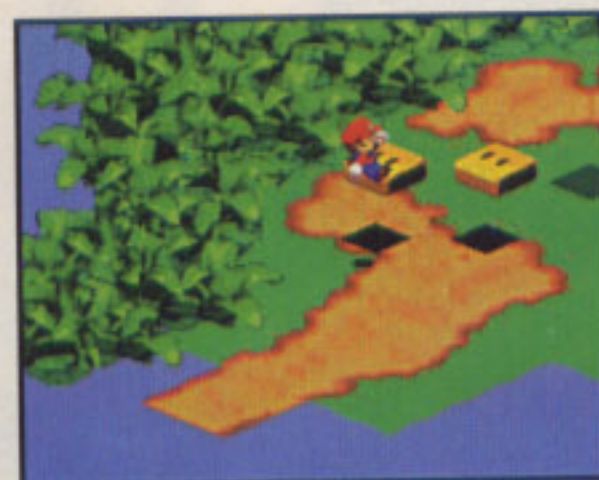


WORLD MAP



STEP IN TIME!

The curious travel from all over to experience Bandit Way's gravity-defying platforms. The scientific principle behind these marvels remain unknown. Suffice it to say that if Mario hops on one, the adjacent platform will teleport from one side to the other. Sometimes the adjacent platform will revolve slowly around the one Mario's standing on. By hopping from one platform to the next, Mario can reach coins and Treasure Boxes that are far overhead.



NOT-SO-SHY-STERS

A dark cloud has moved over the Mushroom Kingdom since Mario left, and this time Mallow isn't the guilty party. A bunch of bully-boy Shysters have overrun the place, forcing the placid townspeople to cower in fear in their houses! Step aside, Mario, and let Mallow eliminate the 30-HP Shysters with one timed Thunderbolt.



Hey! THAT'S the wallet the crocodile swiped from me! Can I have it back?



Because the fast-moving Shysters will spring on you without warning, expect to go into battle a few times before you reach the castle. If you find yourself running low on supplies, help yourself to more goodies in the Item Shop.

You'll get a bonus for beating Croco: a wallet he's lifted from an unsuspecting denizen of the Mushroom Kingdom. Return it to its rightful owner to get a reward.



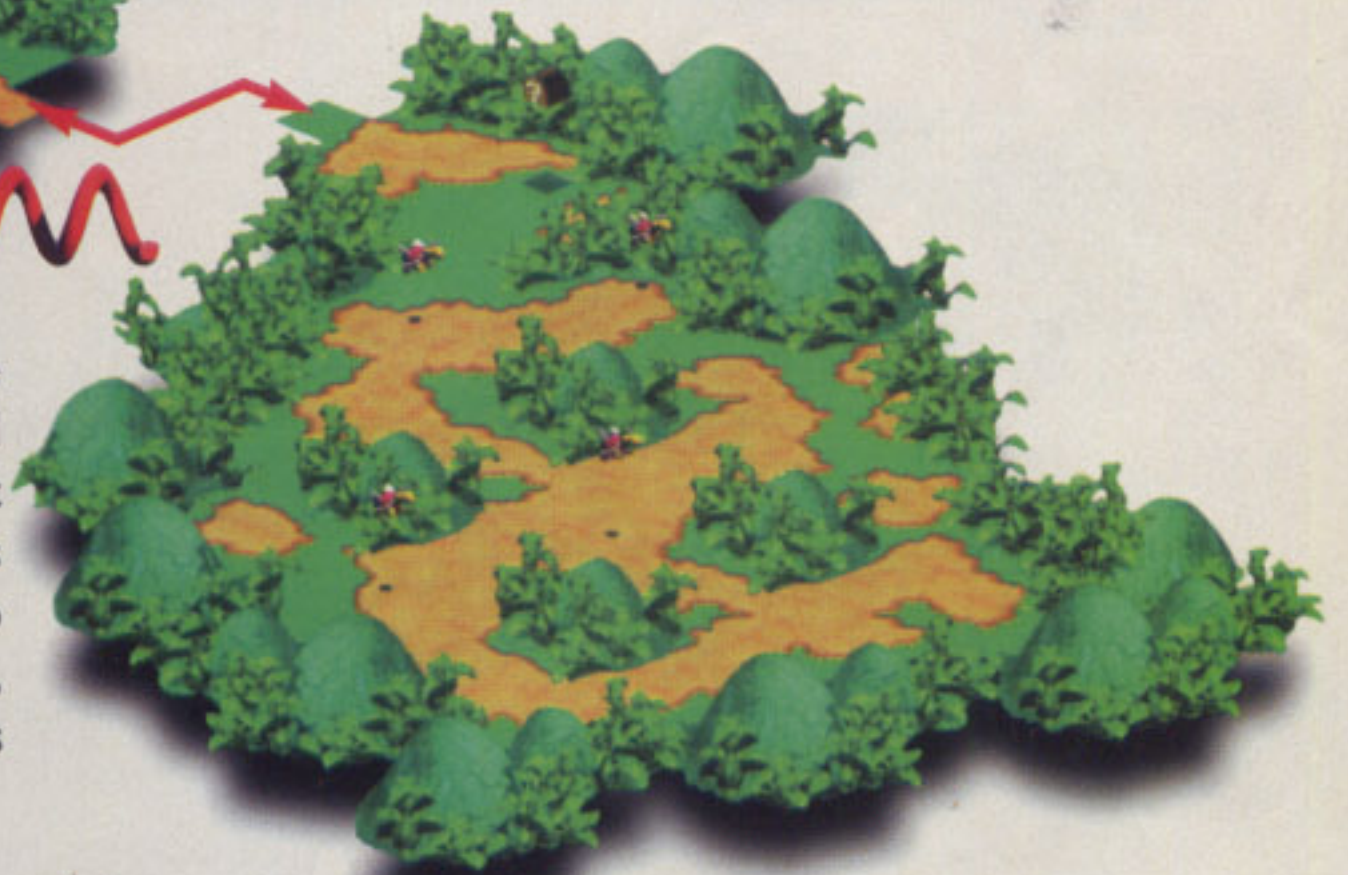
CROCO

Mario's your man if you want to tan Croco's hide. Singe the pickpocket with Mario's Fire Orb. Because Mallow attacks Croco weakly, you should only use the little guy to juice up with Honey Syrups. When you have plenty of FP, Mallow should hunker down into Defense mode, available by pressing the B Button. When Croco heals himself with a Weird Mushroom spell, take heart. He's about to give up.



STOP, THIEF!

Over hill, over dale, the cocky croc leads Mario and Mallow on a merry chase. He could get away easily, but he prefers to hurl jibes at his pursuers. When you can sneak up behind the rude robber three times, he'll finally fight you. Watch out for his bag of booty, though!



MACK

As the old Mushroom Kingdom saying has it, the plumber is mightier than the sword. Unleash Mallow's Thunderbolt on the squads of Shysters guarding Mack while Mario Jump Attacks the ringleader. Mario shouldn't attack the minions and Mallow should lay off Mack. Take advantage of these unfavorable matchups to boost your FP or HP, or else go into Defense mode.

MMM! CRICKET PIE!

At last, Mallow can complete the errand his grandpa sent him on. After mashing Mack, go to the Item Shop and hand over the green Frog Coin. The shopkeeper will give you a Cricket Pie. No, don't eat it. Wrap this local delicacy carefully in wax paper and put it in your pocket. When you finally get to Tadpole Pond, grandpa will reward you for bringing this lip-smacking treat!



Got a "Cricket Pie"!



POND TO PIPES

7

PIPE VAULT



Mario hits a low point when he has to fend off flying fireballs deep underground. With a bit of care, though, he can return to sunlight a richer man. Why else would they call this a vault?

6

FOREST MAZE



Gingerbread crumbs won't help you find your way back, so keep pushing forward until you run into the addled archer attacking Rose Town. Now you really need help. Any volunteers?



TO MOLEVILLE



8

YO'STER ISLE



Tourists have long flocked to this tropical isle, but of late trouble has been brewing in paradise. You'll have to move to the calypso beat if you want to bounce Boshi in the Mushroom Derby.

8



1 KERO SEWERS

Ghosts, spirits and other things that go bump in the night haunt this gloomy netherworld.



2 MIDAS RIVER

Many a bold explorer has sought this legendary river of riches. Unfortunately, there's no going back once you slip into this roaring water way deep beneath the earth.



TO MUSHROOM KINGDOM

3 TADPOLE POND



After navigating stinky sewers and running a raging river, Mario is more than ready for a little R&R in the rustic retreat where his new buddy Mallow grew up.

4 ROSE WAY

Just what is that big Koopa doing in these woods with the tattered remnants of his once-proud army?



5 ROSE TOWN



Deep in the woods, the gentle folk of Rose Town lived tranquil lives. Then one day, an unseen assailant began flinging arrows tipped with potion that immobilizes victims!



THE WISDOM OF FROGFUCIUS

"When you win enough Experience Points, you'll move to a higher level, gaining more power as you go. As a bonus, you can boost one category even more. Always choose the category that offers the biggest point gain."





KERO SEWERS

If you're frightened of things that go "Boo!" in the dark, don't go near this subterranean maze. Are Mario and Mallow sc-sc-scared? Are you kid-kid-kidding?

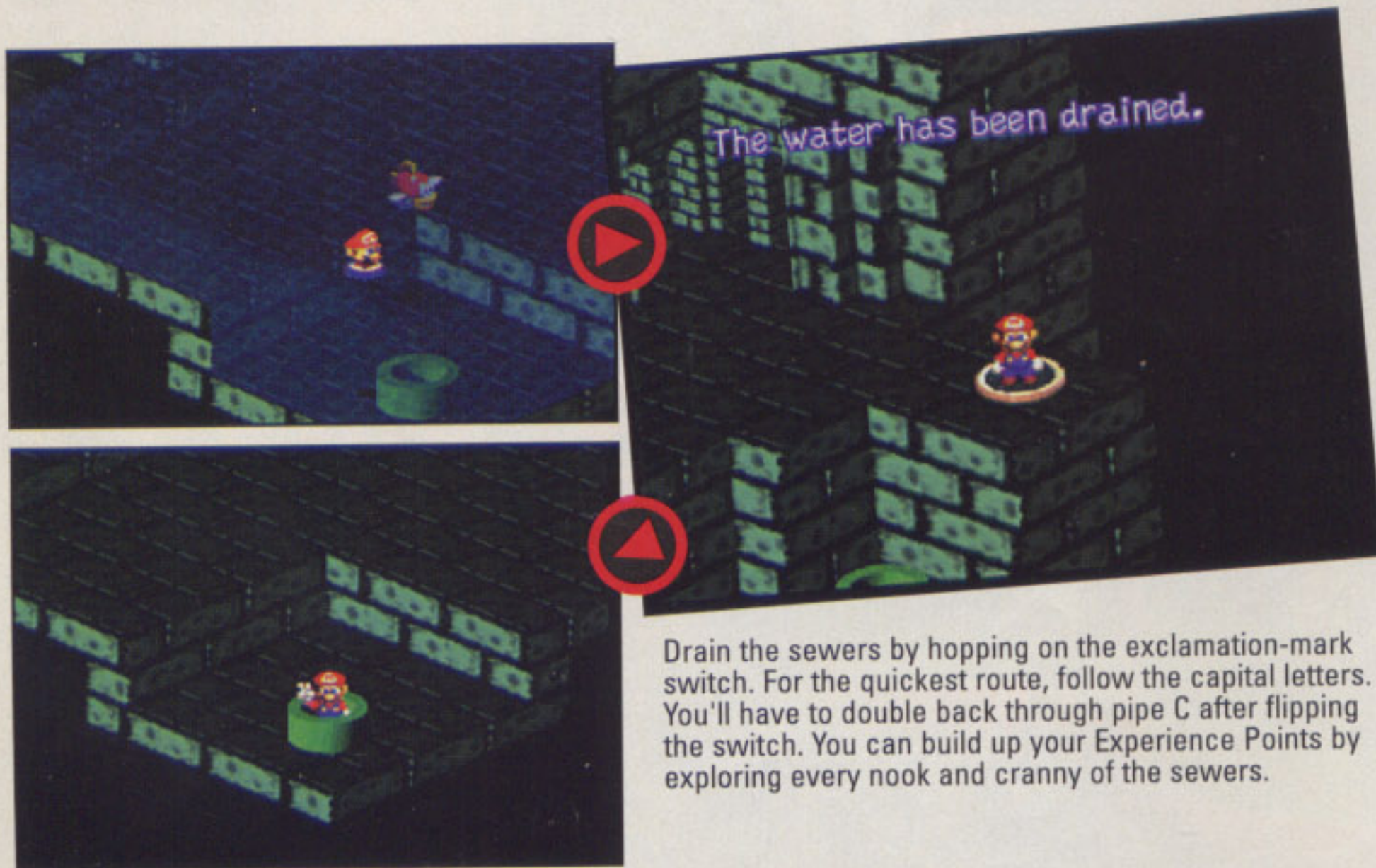


THAT SWEET GURGLING SOUND



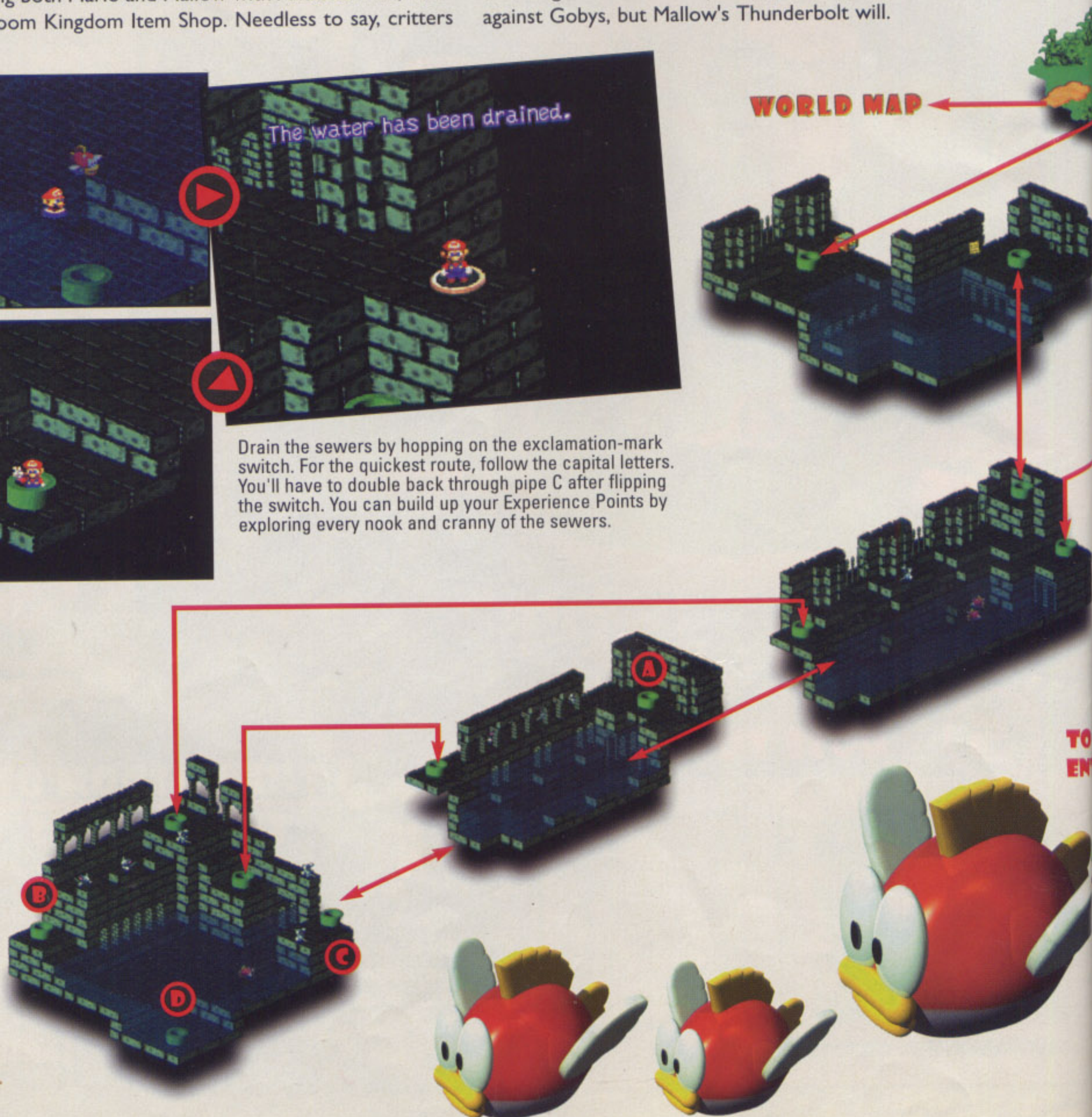
The devious denizens of the deep like to slip something nasty into your drink. Neutralize their Poison attacks by equipping both Mario and Mallow with Antidote Pins, available at the Mushroom Kingdom Item Shop. Needless to say, critters

that live in sewers like their water nice and yucky, so give them the willies by tossing vials of Pure Water their way. Many surrender this wondrous potion after being beat on, so you should be able to make it through the sewers in pretty good shape. Pure Water won't work against Gobys, but Mallow's Thunderbolt will.



Drain the sewers by hopping on the exclamation-mark switch. For the quickest route, follow the capital letters. You'll have to double back through pipe C after flipping the switch. You can build up your Experience Points by exploring every nook and cranny of the sewers.

WORLD MAP

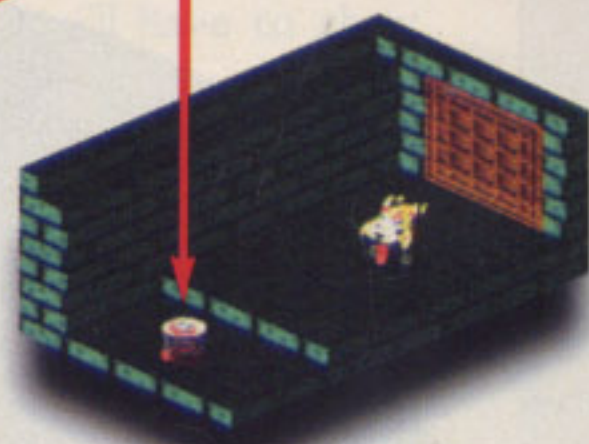
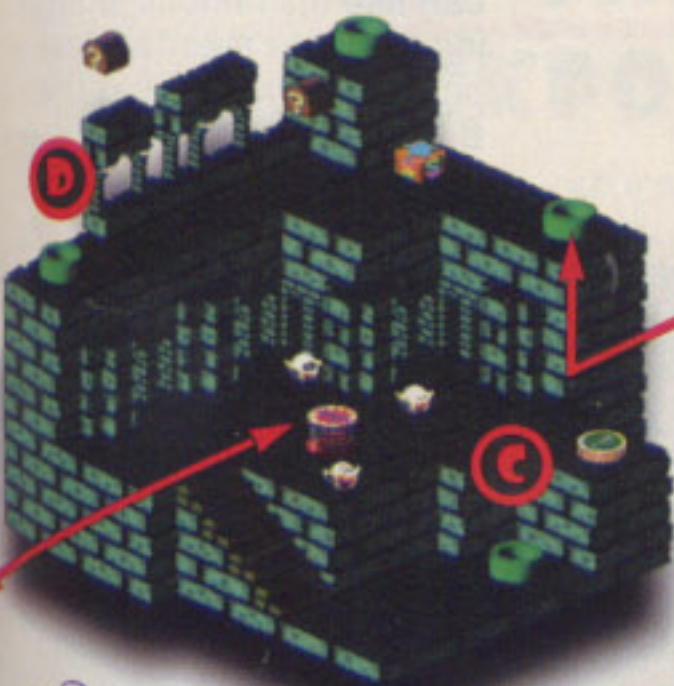
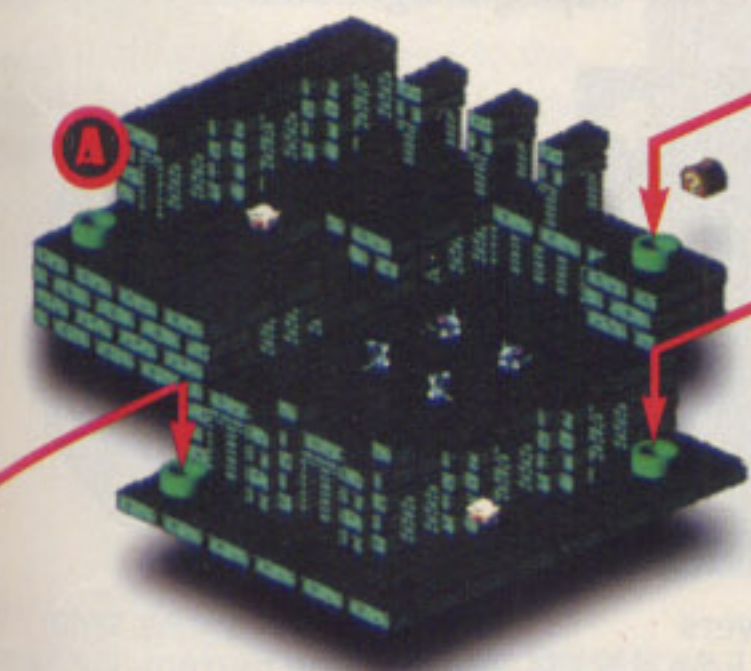
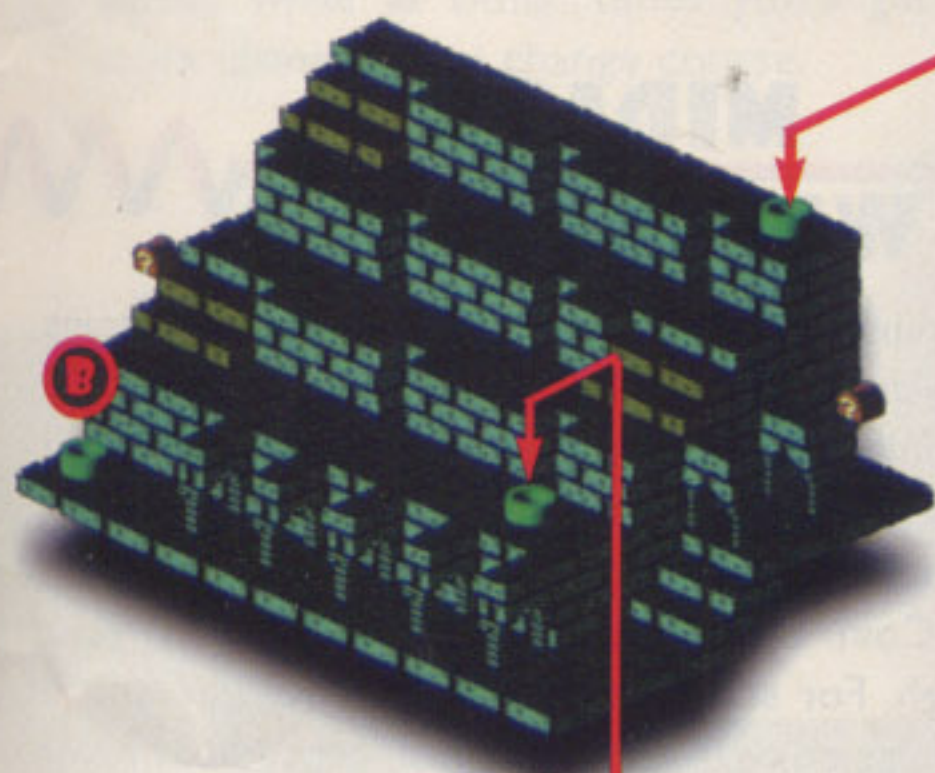


PAN-DORITE

Say what you will about ghosts and goblins, they aren't stupid. Pandorite cleverly disguises himself as a Treasure Box. He's utterly invulnerable to Mario's Fire Orb and Mallow's Thunderbolt, but he coughs up lots of HP when bopped by Mario's Jump and Super Jump. When vanquished, Pandorite surrenders a valuable Trueform Pin, which protects its bearer from being changed into a scarecrow. Equip Mario with it before fighting Belome.

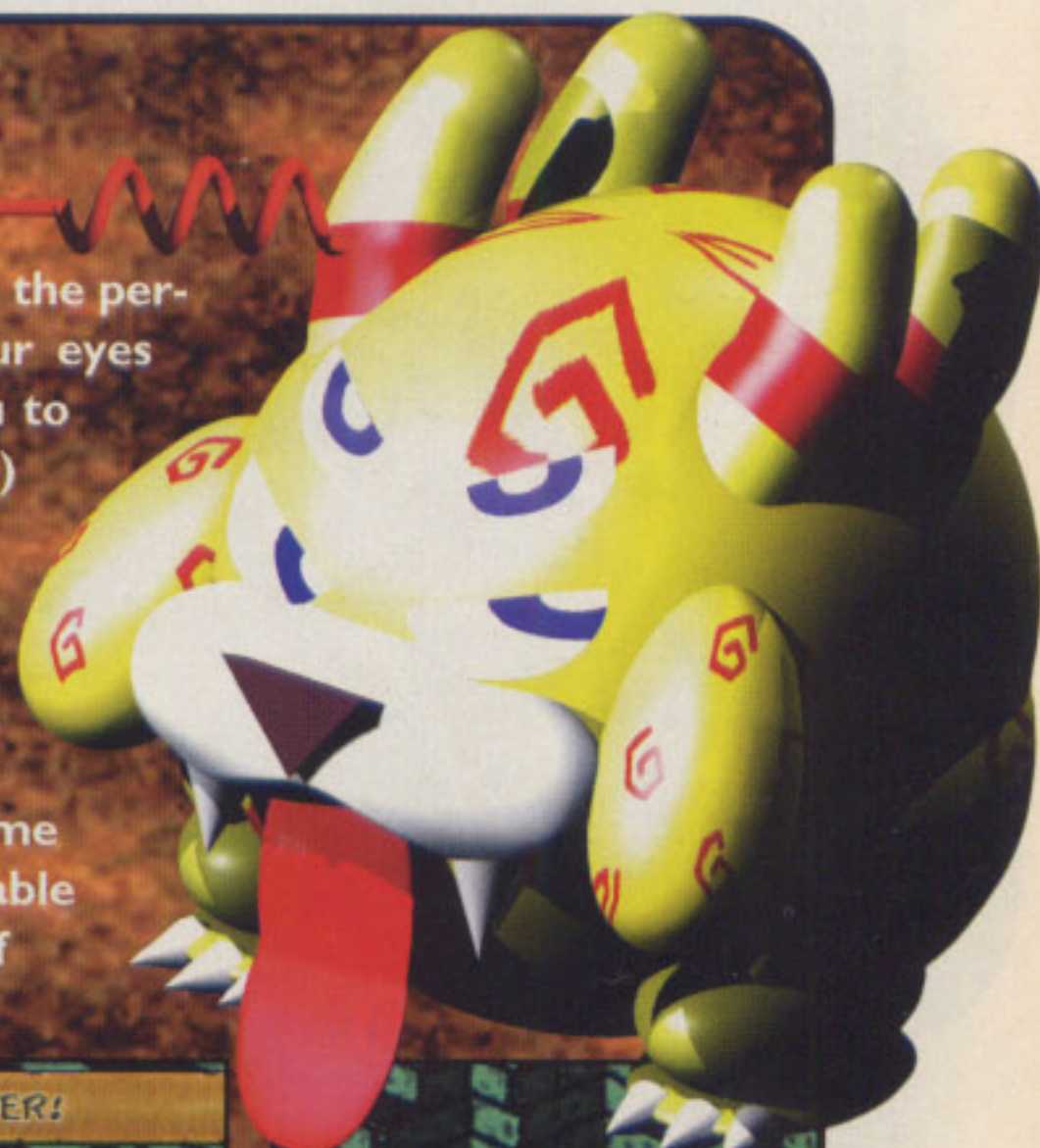
TRICKY TREASURE BOX

Not so fast there, buster. Jump as much as you like, you won't be able to reach the Treasure Box suspended over the colonnade. Much, much later, amidst the stupendous landscape known as Land's End on the other side of the world, you'll be able to jump into a hole in the ground. It will lead you through a tortuous underground passageway that leads to the pipe above the Save Block. And that will take you to this Treasure Box. Trust us. The wait is well worth it!



BELOME

Belome has adapted to a life in the perpetual dark by developing four eyes and a slew of spooky spells. He'll put you to sleep, change you into a scarecrow (yikes!) and even swallow Mallow alive! When you have a bad case of the Scarecrow Funk, you can only launch Special Attacks or go into Defense mode. Keep Mario's HP at 20 or more for those times when Mallow is stuck inside Belome's stomach. Belome shrugs off Pure Water but is vulnerable to Special Attacks, especially if you alternate them with the occasional Regular Attack.

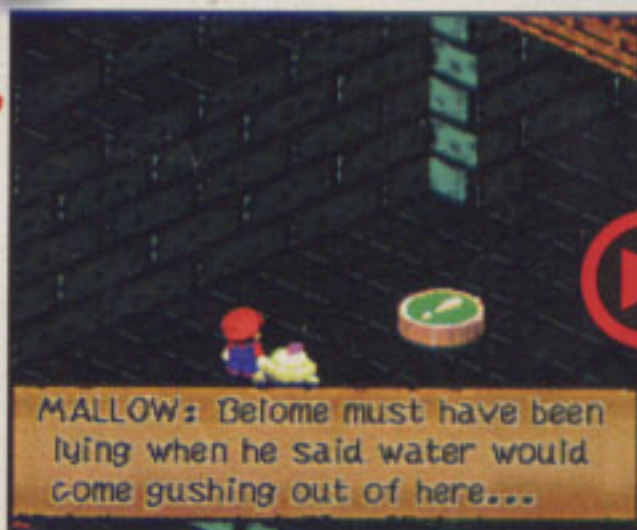


The hunger...the HUNGER!



FLOOD!

Belome clearly believes that he who fights and spirits away shall live to fight another day! On his way out, though, he leaves the door open, and in rushes the raging torrent of the legendary Midas River. Don't try to fight it. Just roll with the current. The sewers needed a good cleaning, anyway.





MIDAS RIVER

Many a brave soul has been lost forever while trying to navigate this legendary river of gold. Mario and Mallow try their luck at gathering gold here after defeating Belome.

FROM KERO SEWERS



MIDAS WATERFALL

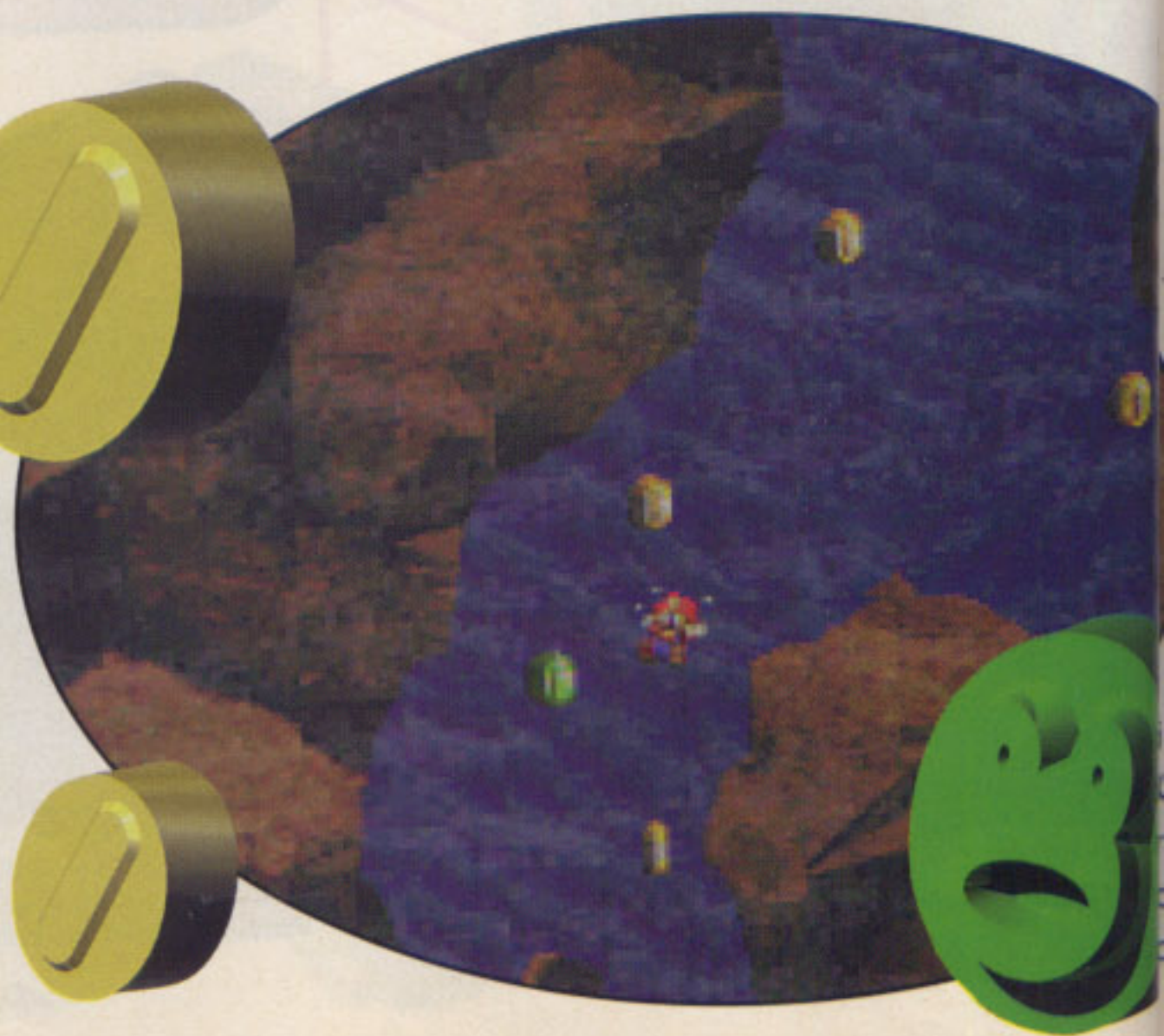
The murky waters prevent you from seeing coins until you're practically on top of them, so study this map carefully before jumping in. If you fish one Frog Coin from the river, try to get all four. After you've completed your rookie river run, you can trade 60 Midas coins for one Frog Coin. Don't expect to do that well on your first try, though. For subsequent trips, inflation drives the price to 80 Midas coins. No shop will accept Midas River coins; they're only good for buying Frog Coins.



Tunnels B and D have Flowers Tabs, while tunnel E has a Frog Coin. Tunnel A is a pleasant detour, nothing more, but a Jawful in tunnel C might steal some of your river coins.

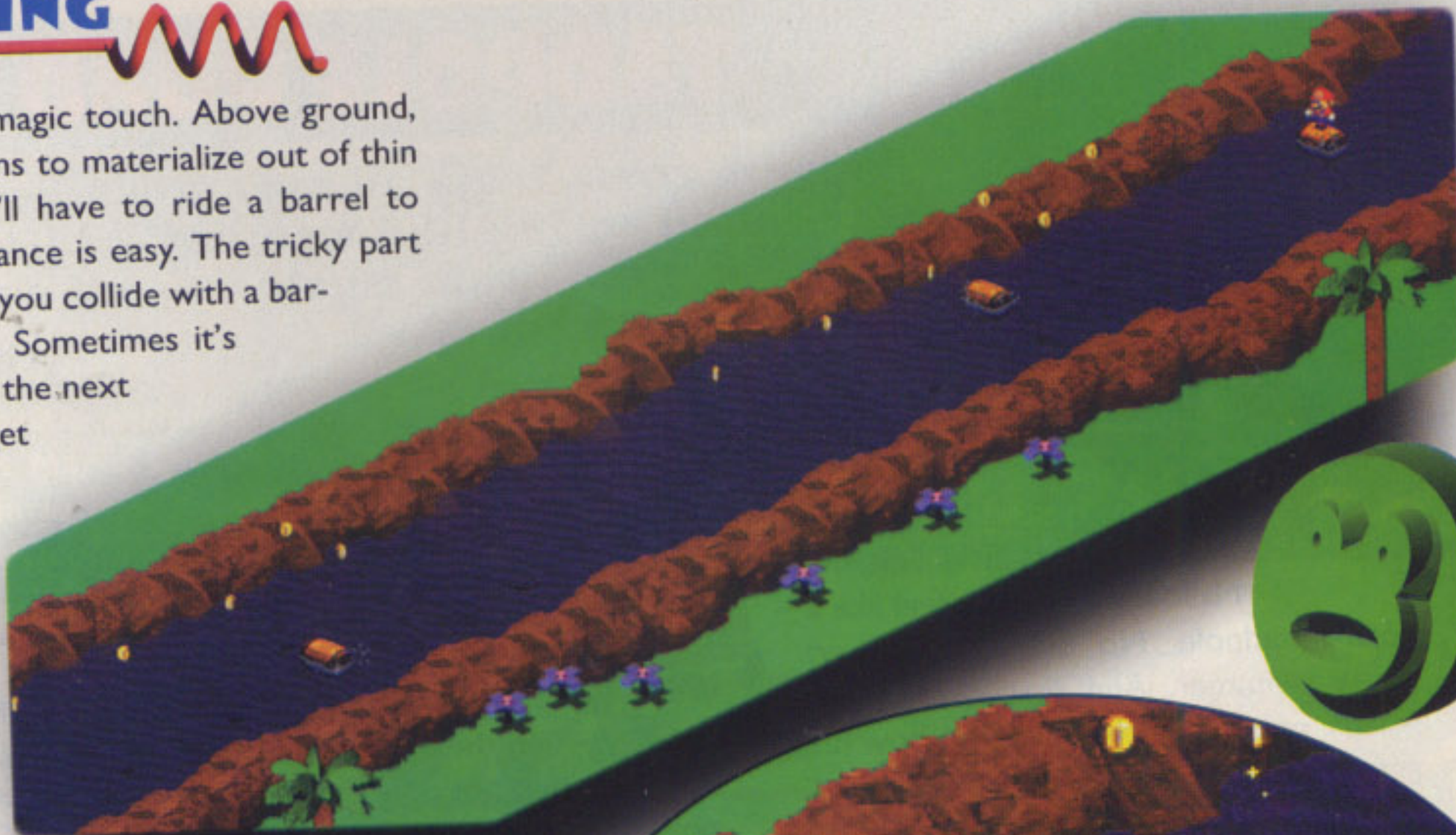
Mario can scarcely swim against the current, but he can use his famous jumping ability to maintain his position. Simply press the B Button quickly.

TO BARREL-JUMPING SECTION



BARREL-JUMPING

That Midas River sure has the magic touch. Above ground, the bubbling current causes coins to materialize out of thin air. There's no boat available, so you'll have to ride a barrel to retrieve these flying funds. Keeping balance is easy. The tricky part is timing your jumps to grab the cash. If you collide with a barrel in your path, you'll change course. Sometimes it's better to stay on track by leaping onto the next barrel, while at other times you'll get more change if you change course.



Greedy Midas River fish rise to the bait jingling in your pockets. Jump over these piscatory purloiners.

Care to run the river again? Toad will charge you 30 coins for the privilege. Remember, you can buy Frog Coins only with coins you've earned on the river.



HIT THE JACKPOT

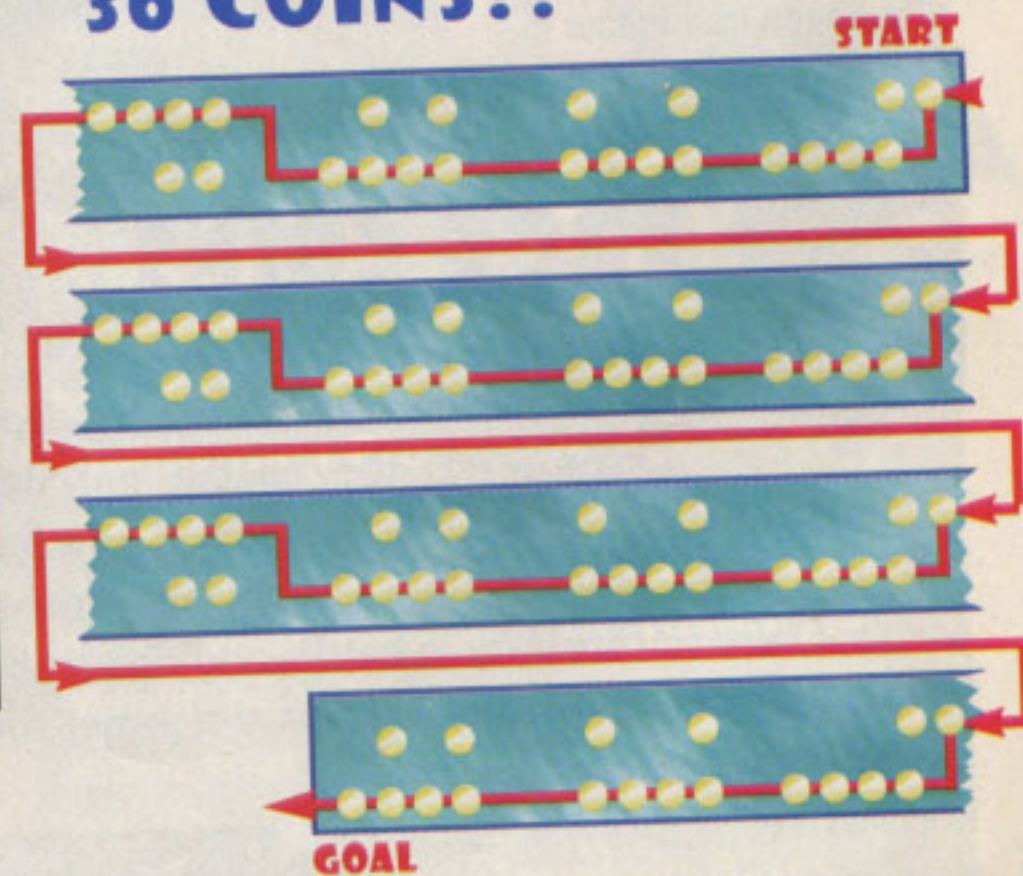
Want the best return on your aquatic investment? You can squeeze as many as 100 coins from Midas River on a single trip, but you'll have to chart your course carefully. Once you've started the waterfall or the barrel-jumping event, you can't pause until you've reached the end. So take a deep breath, hold your nose and jump! When shooting the waterfall, always take the highest coin. You'll have to give your B Button a serious workout if the next-lower coin is on the far side of the channel. Follow the chart on the right to get 64 coins in the barrel-jumping event. Bump into the first barrel in your way, jump onto the next two, then change lanes twice. Keep up the same pattern—bump twice, jump twice, bump twice—to the end. The better you get at running the river, the cheaper the Frog Coins become. Snag 70 or more coins in one run and the cost per Frog Coin drops to 75 coins. Grab 80 coins, and the price drops to 70 coins. Fish 90 or more coins from the water and the price per Frog Coin is cut to 60 coins. Grab all 100 and the price per Frog Coin drops to 50 coins. You'll also win a bonus of five Frog Coins!



BARREL JUMPING 64 COINS!!

In your zeal to grab every coin possible, don't forget the larcenous fish lunging for your loot. A couple of these gold diggers can really deplete your savings account.

MIDAS WATERFALL 36 COINS!!





TADPOLE POND

Sunworshippers come from all over to enjoy Tadpole Pond's year-round spring-like weather, while music buffs love the popular steel-drum music as well as the compositions of the great Toadofsky.



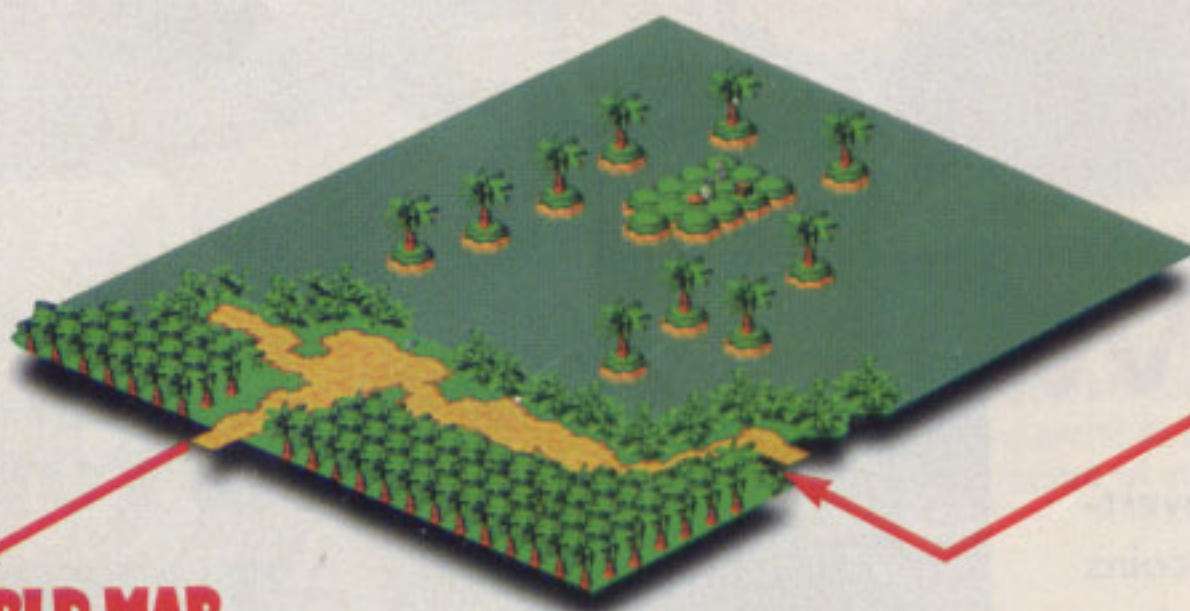
MALLOW IS NOT A FROG!

All throughout his childhood, Mallow didn't quite feel like a normal tadpole. No tail. Bad jumper. Lousy swimmer. And then there's the matter of his, er, large girth. But now his grandfather, Frogfucius, believes it's time to come clean with the boy. It seems that the bearded sage was savoring a cricket snack one day when a bobbing basket appeared on the pond. Inside was a bawling baby, with the name "Mallow" inscribed on his belt. Tender-hearted Frogfucius decided to raise the lad as his own grandchild.



Grateful for the scrumptious Cricket Pie, Frogfucius gives Mallow a Froggie Stick. Once equipped, it becomes Mallow's Regular Attack.

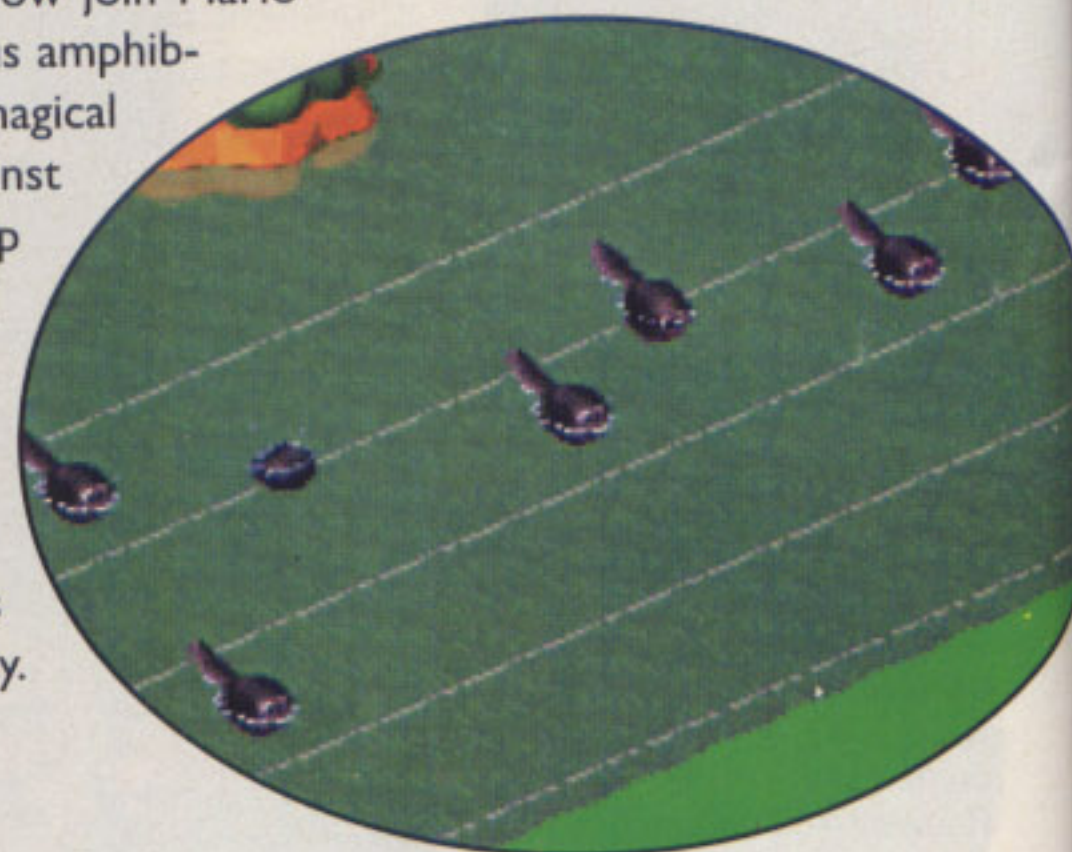
WORLD MAP



MELODY BAY



Frogfucius insists that Mallow join Mario on the quest. The sagacious amphibian notes that not only can Mallow's magical powers be a big help in the battle against the Smithy gang, but Mario can help Mallow search for his real mother and father. Before hitting the road, though, the two new friends should avail themselves of the local hospitality. They'll also want to set their feet a-tapping by listening to the marvelous musical tadpoles of nearby Melody Bay.



FROG COINS



Mario wonders what's the big deal with Frog Coins. Well, they're the only legal tender accepted at the Frog Coin Emporium. If you have at least five Frog Coins, you can buy a Crystalline, which boosts the party's Defense capability in battle, and Power Blast, which boosts its Attack capability. Later in the game, you'll be able to purchase even more impressive goodies with Frog Coins, so grab these green beauts whenever possible.



BELLY UP TO THE JUICE BAR

Getting into this members-only joint requires an Alto Card, which is available from Toadofsky. You can pay 14 coins for a Froggie Drink, which restores 30 HP to everyone in the party, or 42 coins for Elixir, which restores 80 HP for everyone in the party. You can also sell Mario's old Hammer for 35 coins. He won't need it now that he has the NokNok Shell.





FROGFUCIUS

Seekers of wisdom come from all over to visit Frogfucius. From his study on a sunny isle in the midst of Tadpole Pond, this sage holds forth on deep and inscrutable subjects. Frogfucius senses that the Star Piece captured in the battle with Mack will somehow prove significant, and he urges Mario and Mallow to continue to Rose Town. Whenever Mario is stumped, he should return to Frogfucius for a bit of advice.



Frogfucius urges Mallow to find his real parents by joining Mario on the quest.



FAVORITE SONG?

Number One with a bullet on the Tadpole Pond music charts is that golden oldie, Frogfucius' Suite #18. Now you, too, can play this megahit at home. Just follow the bouncing plumber! Tadpoles will swim across a music staff floating on Melody Pond. Jump on a tadpole by pressing the B Button and the Control Pad. The note that the tadpole sounds will depend on its position on the staff. From top to bottom, the notes are Mi, Re, Do, Ti, La, So and Fa.

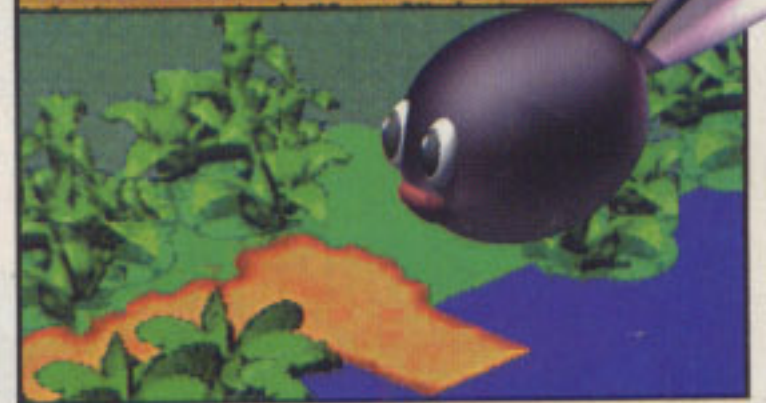
FROGFUCIUS' SUITE #18



MOLE MOUNTAIN BLUES



It's Frogfucius' suite #18. ♪ "So La Mi Re Do Re Do Re". Toadofsky's fond of it, too!



PSST! IT'S ME! MARIO!

To get into the Juice Bar, whisper to the proprietor that you have an Alto Card. You'll get that by sounding out Frogfucius' Suite #18 on Tadpole Pond. You can learn it from the little tadpole just outside Melody Bay, an aspiring composer himself. It's also written on the little piece of paper behind Frogfucius' desk. This timeless tune goes So, La, Mi, Re, Do, Re, Do, Re. If you give Toadofsky a little more help later in the game, he'll reward you with additional member cards that will give you deeper discounts at the Juice Bar. At the same time, you'll help the master musician compose a great symphony!

This is the melody I've been looking for. Thank you for the inspiration!



Ah! An "Alto Card" holder! What would you like?



TOADOFSKY

This famous composer has hit a dry spell. Try as he might, he can't come up with a new work that's worthy of his past masterpieces. While waiting for inspiration, he's been drawing down his savings. But if he doesn't come up with some dough soon, he'll have to submit himself to the ultimate indignity: writing music for video games starring a hedgehog. Zounds! Help him out by performing Frogfucius' Suite #18 on Melody Bay. As you continue on your journey, be sure to note the different music that's played around the world. Report the results of your research to Toadofsky.

You'll be pleasantly surprised to learn that Toadofsky will develop a passion for folk music, as exemplified by the Mole Mountain Blues.

Eureka! Ecstatic over your inspiration, Toadofsky will bless you with an Alto Card.

Keep going up, and the notes are "Do Re Mi". Go down and you'll get "Do Ti La So Fa".





ROSE WAY

Savvy travelers head here for the balmy climate, gorgeous scenery and one of the best places in the world to get lots of fast cash. Watch out for the ornery locals, though!



CANTANKEROUS COIN CARETAKERS

Sneaky starfish, petulant petals and giant spiders do their best to scare away outsiders. Regular Attacks are your best bet, although you might want to unleash Mallow's Thunderbolt on multiple enemies. The nastiest magic attacks you'll encounter are Shy Guy's sleep-inducing Doom Reverb and Lulla-Bye. Protect yourself against these by slipping on a Wake Up Pin. Just before you stumble upon Bowser's training camp, you'll find five Shy Guys guarding five Treasure Boxes. Four of the boxes contain five coins apiece, while the remaining box contains a Mushroom power-up. Each time you leave and re-enter this area, the boxes will refill. Whenever you're short of funds, even if you're on the far side of the world, come back here!



Sure, Frogfucius told Mario and Mallow to go to Rose Town, but he left out that mind detail about bandits on the way.



HINT! PLATFORM PASSAGE

Hop on a platform for a quick trip over the waters. If it changes to blue, you won't be able to get off until it changes back to yellow. The first time through the lagoon, you won't be able to get all the coins. Simply head through the upper right-hand exit, circle around through the woods and return. This time the platforms will take you to the part of the lagoon you missed before. You'll have to step onto the islands to get some of the coins and Treasure Boxes. Getting some of the coins is a bit tricky, but you should find success if you stand in their shadows before leaping.

WORLD MAP



Oust the Shy Guy standing guard on the first pendulous platform, then leap onto the next platform and swat the Shy Guy there. From your new perch, leap up to open the Treasure Box. Wait until the platforms swing close to each other before making the jump. Inside is a Frog Coin.

FISHING FOR FLOWER POINTS

The Lakitu will drop four Shy Guys on you. Each Shy Guy will come at you with a slap-happy Starslap riding shotgun. Mario and Mallow's Regular Attacks should be more than adequate for handling these ruffians, although if you're concerned about taking too much damage you can roll out Mallow's Thunderbolt on occasion. Beat all four of these tag-teams and the Lakitu will reward your perseverance with a Mushroom, which fully replenishes your party's depleted FP and HP.



WORLD MAP



KAMP KOOPA TROOPA

What's this? The once-great King of the Koopas, forcibly ejected from his majestic castle, forced to hide out in the woods like a common bandit? Mario can't believe his eyes, so Mallow has to confirm that it is the Koopa King rallying his troops in yon glade. Just to be sure, Mario peeks through the shrubbery once more. Sure enough, Bowser is giving his Goombas, Koopas and Magikoopas their marching orders. Hmmm, Mario thinks. Maybe Bowser's humbling fall from on high will make the big grump ponder his priorities. Examine his life. Rethink his long-running feud with Mario. Could he, would he even team up with the plucky plumber in the fight against Smithy? Naaah!



The bridge is down, but we'll find a way to get back in! Move out, on the double!



BOWSER

Pure bluster, lots of leather with studs, and the fact that he's bigger than everyone else has gotten Bowser to the top of the Koopa kingdom. Underneath that rough exterior, though, Bowser is a romantic. Or so he likes to think. Princess Toadstool doesn't quite buy it, which is why she's continually spurning his amorous attentions. With the invasion of Smithy, though, Bowser faces a far greater challenge than getting a date for the Koopa Def Jam!



BOWSER: Mario! Prepare yourself!



ROSE TOWN

Arrows tipped with a potion that freezes targets are raining on this rustic village, prompting a stranger in a blue cape to ride to the rescue!



A LIVING DOLL

The innkeeper's young son can't believe his eyes when his hero walks through the door! Mario may be on a quest to save the world, but he's more than happy to play a while with his young admirer, who has recently added a small blue doll to his collection. Things go swimmingly until Gaz's new doll rocks Mario with a powerful blast! The room starts spinning around and around, faster and faster, until Mario blacks out. That night, Mario dreams a dream unlike any he's had before. A circling star descends to earth and breathes life into the little doll, which grows to life-size and walks out of the inn!



GAZ: Ready?
Let's play from where I left off!
All set?



GAZ: It was amazing, mom!
I just saw Geno walk
into the forest! Neat, huh?



The next morning, Gaz claims he saw the doll, now grown to life-size, walk into the woods! Needless to say, Mom isn't quite buying this tall tale. Mario, however, can't deny the vividness of his dream.



GAZ

Many a visitor to Rose Town Inn has chuckled at the sight of the innkeeper's young son playing with Mario and Bowser dolls. After leaving Rose Town, plan on making frequent return visits. If you crash before venturing into the Forest Maze, Toad will reward you with a Flower Tab!



WORLD MAP



HEAD FOR THE HILL

This man isn't worrying about the arrows so much as his mischievous son, who's made the steps to the family house vanish. Hop on Dad's head, then go upstairs to the lad's room and flick the switch on the floor. Presto, the steps will reappear! If you jump on the boy's bed, you'll find a secret Treasure Box holding a Frog Coin. The two Treasure Boxes downstairs contain Flower power-ups. Thankful to be back in his house, Dad offers Mario a valuable hint. In the nearby Forest Maze, look for the place where four trails meet. Then go left, left, straight and right, in that order. A typically taciturn Rose Town resident, he's mum on what you'll find. Rest assured, though; you'll find yourself in an underground vault filled with riches!



Mario, only you could jump up there! Please...help me get back up to my house!

Dad ponders a proper punishment for his son. Perhaps no magic privileges for a week?



Enter the forest. When you hit an area with 4 paths, go left, left, straight, right- in that order.





CHIMNEY CLEAN-SWEEP

Here's a safety no-no! The proprietors of the Item Shop have stacked old wooden crates next to the chimney. Before the fire inspector orders the crates removed, scamper up them and down the chimney. You'll land on top of the bookcase and within jumping distance of a Treasure Box that contains a Flower power-up.



PUTTIN' ON THE RITZ

Flush with cash from their trip through Rose Way, Mario and Mallow decide to whoop it up by buying snappy new threads. Mario pays 14 coins for a Thick Shirt while Mallow forks over the same amount for a pair of Thick Pants. Functional as well as stylish, these duds increase the wearer's defense while also making him look good. Hey, don't forget the jewelry! A glittering Trueform Pin is just the thing for dazzling the marauding mushrooms of the Forest Maze.



THE SECRET GARDEN

Return to Rose Town after you've rescued the Princess. Take the path behind the Item Shop to a cottage tucked away in the woods. The gardener who lives there will show you a huge pot and tell a strange tale of a magic Seed and the Fertilizer that makes it grow. If you ever find the two botanical wonders, bring them here, pronto!



A LINK TO LINK

If you return to Rose Town Inn later in the game, Gaz's thankful mother will let you stay for free. You'll find yourself sharing a room with Link, the hero from Hyrule. Link is taking a well-deserved break from fighting Ganon to catch up on his Zs. He never gets out of bed, not even to say "Hi." You'd better hope that his snoring won't keep you up all night.



GENO

The blue battler cleverly disguised himself as a doll, but in reality he's a visitor from on high. When someone makes a wish upon a star, piece of the Star Road falls to earth. But Smithy's headlong plunge through the skies has shattered the Star Road, scattering its seven pieces to the winds. No wish will come true ever again unless the missing pieces can be recovered. Mario and Mallow have found only one so far. With Geno joining their bold little band, they'll have to find the six lost pieces. For the time being, Mario would be satisfied if they could find more recruits as their quest continues.





FOREST MAZE

The Forest Maze near Rose Town holds a dark secret and many dangers, but you'll make friends here, as well, and perhaps you'll find a treasure.



GENO JOINS

Remember the doll that came to life in Rose Town? Now he's deep in the forest, challenging the bow-and-arrow fiend named Bowyer. Once Mario and Mallow twist and turn their way through the Forest Maze, they'll stumble upon the clearing where the fearsome battle rages. Mario won't be able to contain himself once he discovers this uneven battle. The injustice of it makes him steam, and he leaps into the fray, dragging Mallow along. Suddenly, you'll have a party of three characters. Bowyer will wish he had aimed at a different target. Geno, who isn't really a doll at all, but who really comes from the Star Road, will become a permanent addition to your troop as you search for the seven Star Pieces.



Geno, the hero from the Star Road, challenges Bowyer for a Star Piece. If you win, you'll learn more about the fate of the world and your destiny.



MUSHROOM

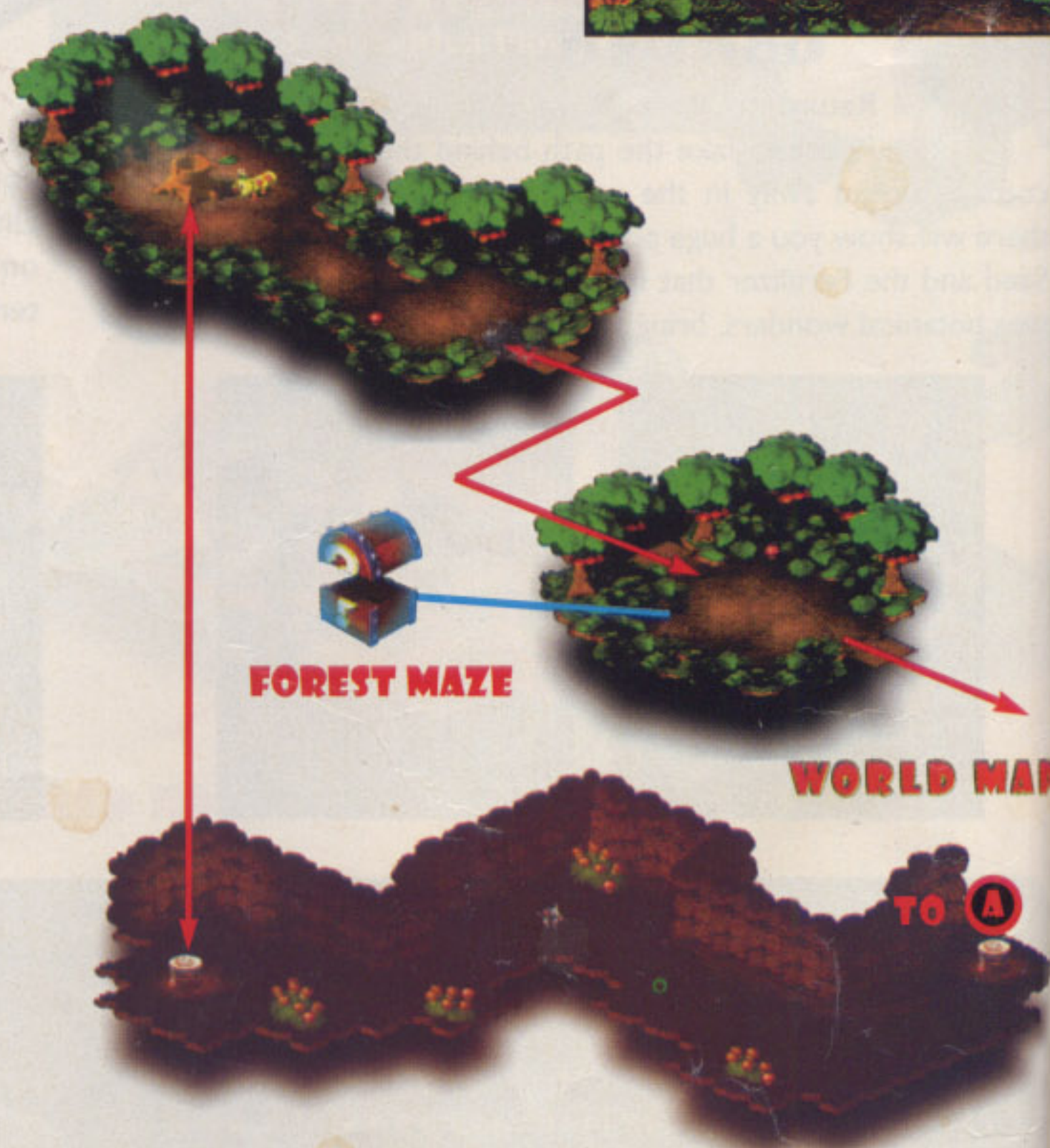
You can pick mushrooms that grow wild in the forest. Look for them nestled in bushes or growing along the side of the path. Be careful, though. Some mushrooms come to life and attack your party.



TEN-HOP COINS



Wiggler's secret isn't the number of his legs, although that may be a useful fact to know later in the game. His big secret is that he holds Frog Coins. If you jump on his back ten times in a row, you will win Wiggler's prize. It won't be easy staying on his back, because he keeps wriggling while you hop.



POND TO PIPES

FOREST TREASURE

A man in Rose Town gives you a valuable clue. His directions are to go left, left, straight and right in the Forest Maze area with four paths. If you navigate this correctly, you'll arrive at the Treasure Room.



MAZE MAP



WAKEY, WAKEY

On your way through the Forest Maze, you'll wake up this sleepyhead in order to escape from the tunnel and reach the next area. Later on, you won't be able to wake this yellow yawner for gold or jewels. This is one Wiggler who won't give you a Frog Coin if you hop ten times on its back.



FROM MAZE MAP

WORLD MAP



DOWN AND OUT

Once you've made it to the Treasure Room, you'll want to take your booty back out. You'll also want to find Bowyer. To return to Rose Town, go down and left in the area with four paths. To find Bowyer, follow the lead of Geno. You'll see the blue-caped doll dodging into paths ahead of you.



BOWYER

Bowyer certainly is bent out of shape about something. His arrows switch off whichever Controller Button they hit, so be prepared to fight with Special Attacks. Since he uses Sleep, protect yourself with Wake Up Pins.





PIPE VAULT

The Pipe Vault is the only route to Yo'ster Island, so strap on your lava-proof jumping boots and enjoy the scorching scenery and demented denizens.



A STEP DOWN

Now that Bowyer has bowed out of the scene, Mario, Mallow and Geno strike off for less green pastures in the Pipe Vault. Besides being a fun place to scorch your toes, the Pipe Vault holds hidden treasures, puzzles, games and a light at the end of the tunnel in the form of Yoshi races on Yo'ster Island. How can you pass up all that? Simple, you can't. Don't expect to find anything more dangerous than a Sparky leaping out of the lava or a Thwomp slamming down from above. But you can have some fun thumping Goombas in the game room, which is run by an enterprising mole. If all of this sounds just too tempting to pass up, be sure to stop by. You'll be glad you did.



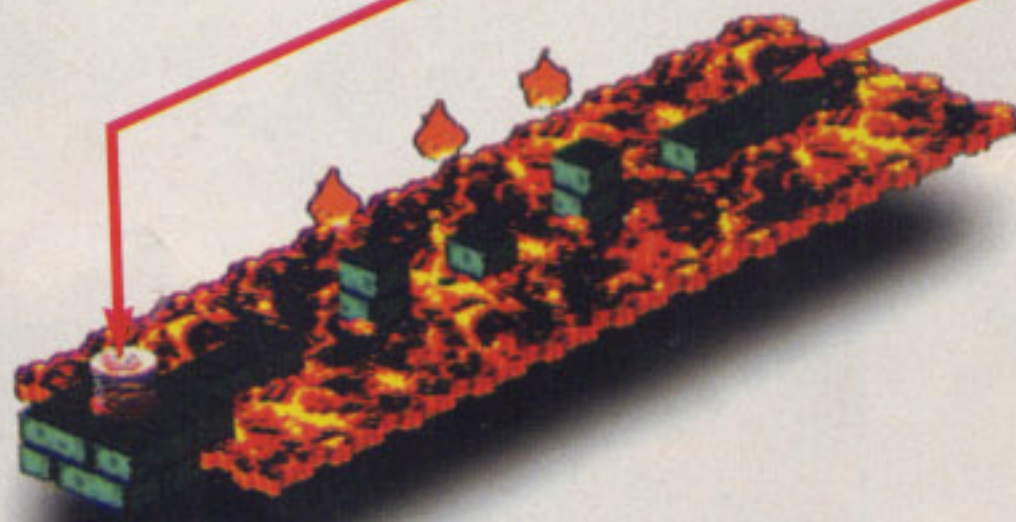
You can bypass the Pipe Vault and Yo'ster Island and still finish the game if you so choose. You won't find anything here that is vital to your quest, but you may find useful items and treasure.



WORLD MAP



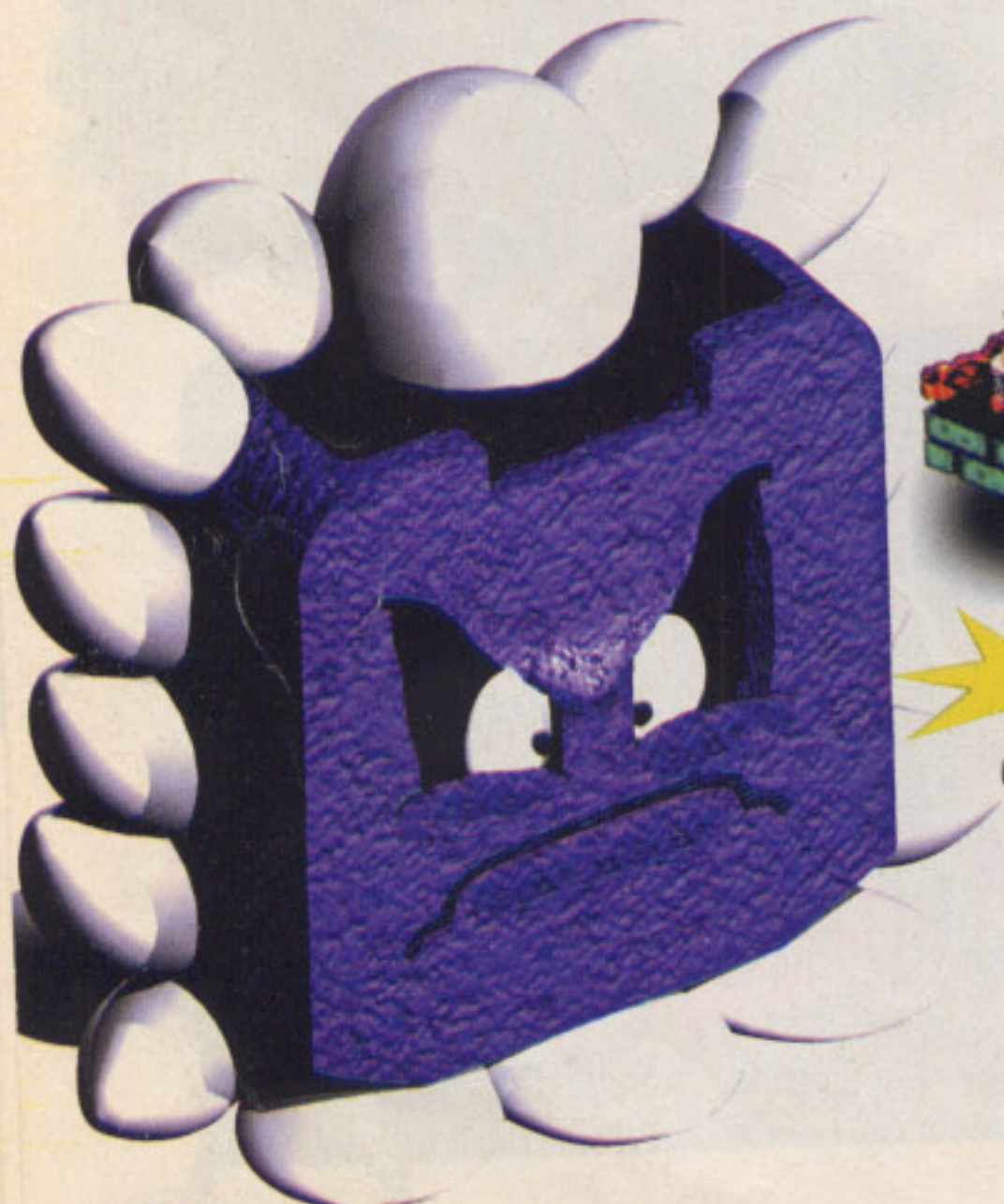
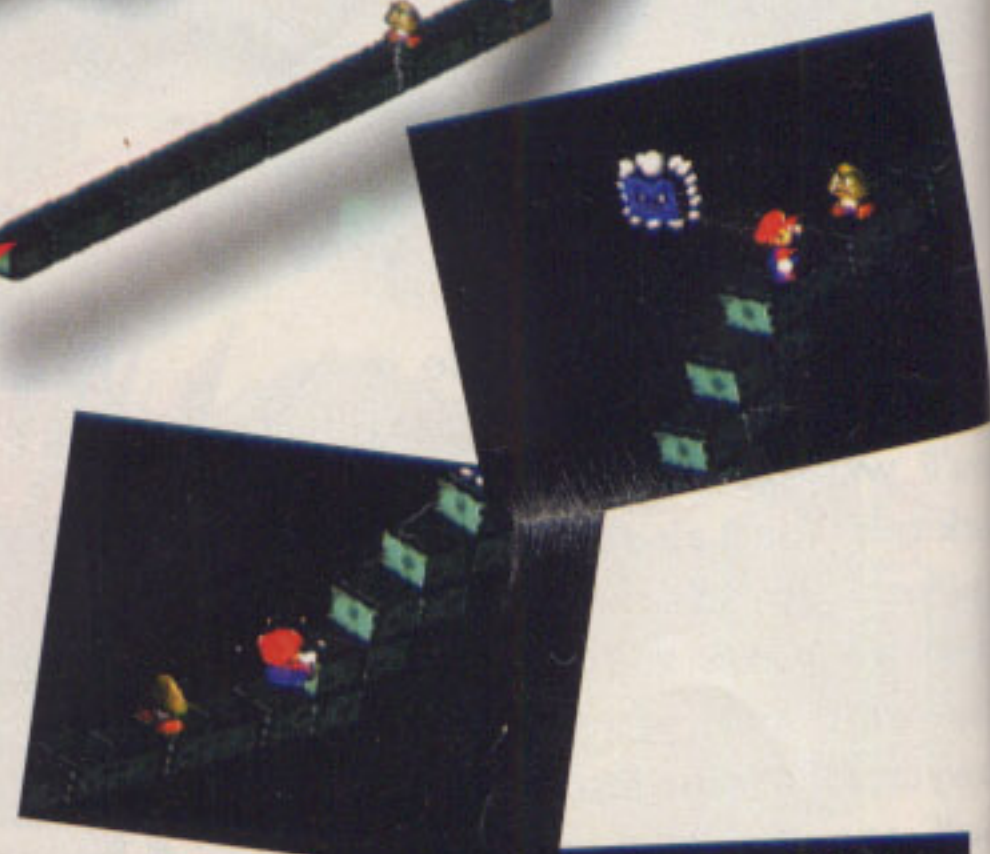
WORLD MAP



THWOMP



Thwomp, the ultimate gate-crasher, not to mention floor-basher and Mario-smasher, rudely intrudes on your jaunt through the Vault. If you're on the stairs when Thwomp thumps the floor, you'll tumble back down. Spring up the stairs with bounding jumps to reach the top in one go.



CHOMPWEED

These larcenous lupins call certain grubbier sections of the Pipe Vault home. One nip from a Chompweed bud results in a lost coin. Better to face the wrath of a Piranha than have your pocket picked by a plant with a yap like a bear trap. If you have the choice between jumping on a Piranha or a Chompweed, take the fish flower.



POND TO PIPES

TO YO'STER ISLE

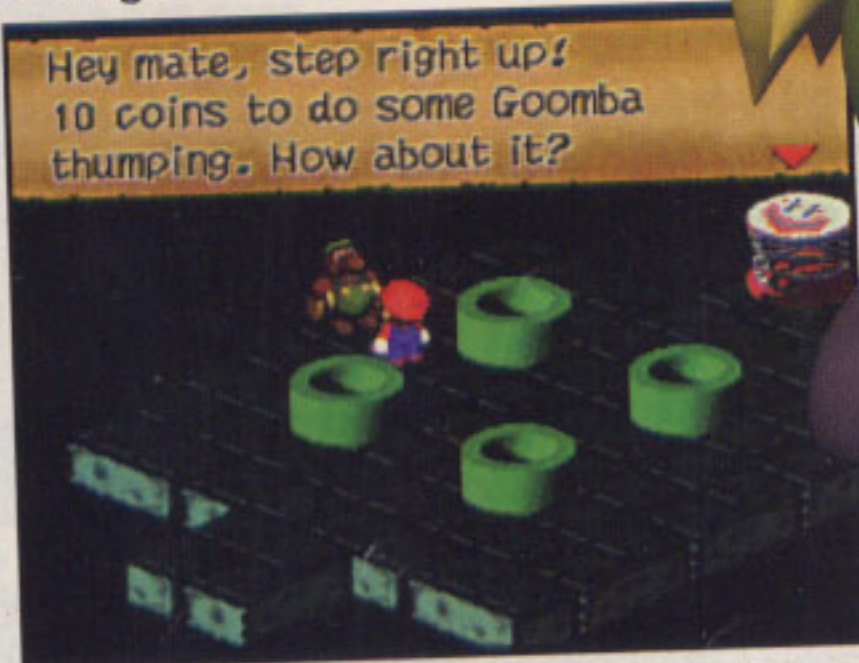


GOOMBA THUMPING



Does anyone ever tire of thumping those angry Goombas? Here, in the Pipe Vault, an entrepreneur with an eye on your coins has taken that fact into account. Pay him ten coins to stomp on as many Goombas as possible in a limited time as they emerge from four pipes along with one Spikey. The best strategy is to stand on one pipe and jump if a Goomba emerges.

Hey mate, step right up! 10 coins to do some Goomba thumping. How about it?



Serious stumping requires serious strategy. In order to score 20 points and win a prize, you'll have to thump a lot of Goombas. Regular Goombas are worth 1 point each. Golden Goombas are worth 3 points. Spikeys reduce your score by a point.

TOUGH TREASURES

This section of the Pipe Vault holds three treasures. To reach the Frog Coin beneath the far right section of bricks, run toward the coin and push Down on the Control Pad at the last second. You'll slide under the bricks and collect the coin. There are two invisible Treasure Boxes here, too.





YO'STER ISLE

Yo'ster Isle, home of Yoshi and his clan, lies ahead for travelers who pass through the Pipe Vault. Visitors dine on cookies and partake in traditional races.



YO'STER ISLAND HAPPENINGS

Once considered an island gem, Yo'ster Island has fallen under a cloud. The foot races have all but ended because of the domination of a fleet-footed dino named Boshi. Later in the game, you'll find a secret flag if you look between the letters O and A at the end of the race track.



When you arrive on Yo'ster Island, talk to Yoshi and his friends to learn about their trouble with Boshi. You'll be given an opportunity to set things right.

WORLD MAP

WHO'S WHO

YOSHI

Yoshi and his friends on Yo'ster Island love nothing better than racing all day long. But now that Boshi has become the heavy, the days drag on without end. If Yoshi has his way, you'll help him save the island and restore the races. Doing so will not affect the outcome of the game, but you'll feel good having helped these happy creatures. Also, you'll earn Yoshi's friendship and get one of his powerful cookies.



YOSHI RACES

If you agree to challenge Boshi, you'll want to team up with Yoshi by hopping onto his saddle and trotting around to talk to his pals. After collecting cookies, challenge Boshi to the big race. Actually running in the race takes a good sense of rhythm. Press the A and B Buttons back and forth along with the tempo of the race song to make Yoshi charge down the course. You can gain extra speed by feeding your friend a cookie or two.



Sit back and watch Yoshi race on his own while you wager up to ten cookies on his swift feet.

POND TO PIPES

The cookies make Yoshi book during the race, but these are rare cookies that you won't want to squander.



BOSHI

To the victor go the spoils, goes the old saying. In Boshi's case, that would be modified to say, to the victor go the cookies. Boshi may seem tough on the outside with his studded collar and mirrored shades, but he has a weakness for cookies that may unsaddle him in the end. He can no more resist a race when a cookie is at stake than Mario can resist helping people in need. Once you defeat the bully, you can leave your winnings with one of Yoshi's pals and return to race later in the game. Even in defeat, Boshi will want to race if a cookie is the prize.

FROM PIPE VAULT

TO A

BABY FAT

Amidst all the hullabaloo about Yoshi challenging Boshi, a bambino is born! Like all infants, the youngster has the appetite of a famished hog, in this case, for cookies, which he gobbles until he's bloated. Keep feeding him to get items such as Red Essence and Yoshi Ade.



HONEYMOON ON YO'STER

Raz and Raini venture to Yo'ster Island after their wedding. If you return to the island and talk to the love birds, you'll hear them mention the Grate Guy's Casino.

There is a letter inside.
Care to read it?



After the wedding, Raz and Raini retire to the fabulous resort on Yo'ster Island to watch the races.

MOLE MOUNTAINS

5

MARRYMORE



Marrymore happens to be the favorite of newlyweds who live in the Mushroom Kingdom. The spectacular chapel houses a full kitchen in which Chef Torte creates confectionary perfection. After the ceremony, the happy couple can retire to the inn or pose for wedding album photos on the lawn with friends.

TO STAR HILL



4

BOOSTER HILL

Booster Hill gains fame for being the site of many foot races. Challengers sprint up the long slope while demented hooligans at the top roll barrels down the hill.



3

BOOSTER TOWER



Generations of Boosters have called this towering Tudor home, but the current Booster wants even more. He wants to get married. He doesn't really care whom he marries, so visitors should proceed with caution. His Snifit henchmen always stand ready to grab a bride candidate for the master of the house.

1 MOLEVILLE

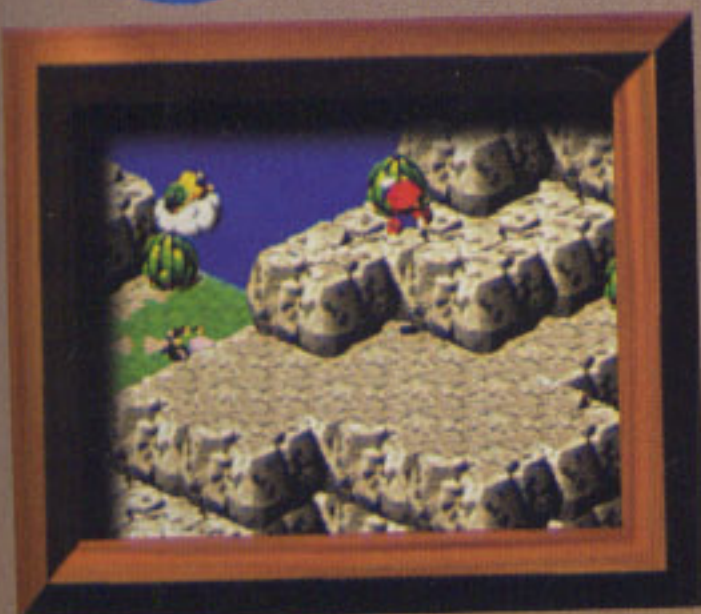
Digging deep for treasure, the happy mole folk have unleashed an explosive enemy. Back on the surface, tensions remain high and visitors would do well to exercise caution. Special items may be offered for sale in this lofty hamlet, but the prices may be too steep for most tourists.



TO PIPE VAULT



2 BOOSTER PASS



The rocky reaches of Booster Pass challenge even the heartiest hiker. You'll have to blast yourself over obstacles using cannons and find secret passages cut through the rock. But in spite of all these wonders of nature, you won't want to spend much time here.



THE WISDOM OF FROGFUCIUS

"It is written that Flower Power (FP) rules the world. The tadpoles scoff at this, of course. All they care about is growing legs. But for you, since you have legs already, I suggest increasing your total FP to 99 by collecting Flowers (1 FP) found in Treasure Boxes, Flower Tabs (2 FP) given to you by characters, and Flower Jars (5 FP) hidden all over the place. What? You want more? You're not from this pond, are you? Okay, don't look directly at the eggs in the shell game and try to catch sight of Yoshi out of the corner of your eye. Also, look for special boosts during battles."



- ONCE AGAIN!GIVES ANOTHER TURN
- HP MAX!FILLS HP UP
- LUCKY!YOSHI GAME FOLLOWS
- ATTACK UP!INCREASES ATTACK BY 25
- DEFENSE UP!INCREASES DEFENSE



MOLEVILLE

Moleville, as the name of the town implies, is home to the mole people who mine the mountain. Of late, they have been troubled by strange goings-on in the mine and frightening explosions since a Star Piece crashed into the mountain.

WHO'S WHO DYNA & MITE

These mole children wandered into the mine and were lost when the Star Piece crashed into the mountain. Your job is to save the tykes from the likes of Punchinello, but first you'll have to work your way through the mine maze, chase Croco and his band of thieves, and finally battle Punchinello. Once you've saved Dyna and Mite, you'll ride a mine trolley on a hair-raising, Mode 7 course ending up in Dyna and Mite's house. Moleville returns to its happy state after the rescue. You can trade for other goods if you have the right stuff to swap.

DYNA: That trolley ride was fun! Can we go again?



A MOLE GOAL

Two mole children strayed into the mine and were lost before Mario and company arrived on the scene. Ma Mole is beside herself with worry, but when she sees Mario, her hope is renewed. When our heroes step into the mine, they find the rescue team stopped by a rockfall. The two mole miners encourage Mario to leap over the rocks by first jumping onto their backs. From there, Mario must follow the paths leading deeper into the mine.

and trapped some kids inside. To make things worse, one of the men folk be stuck inside too.



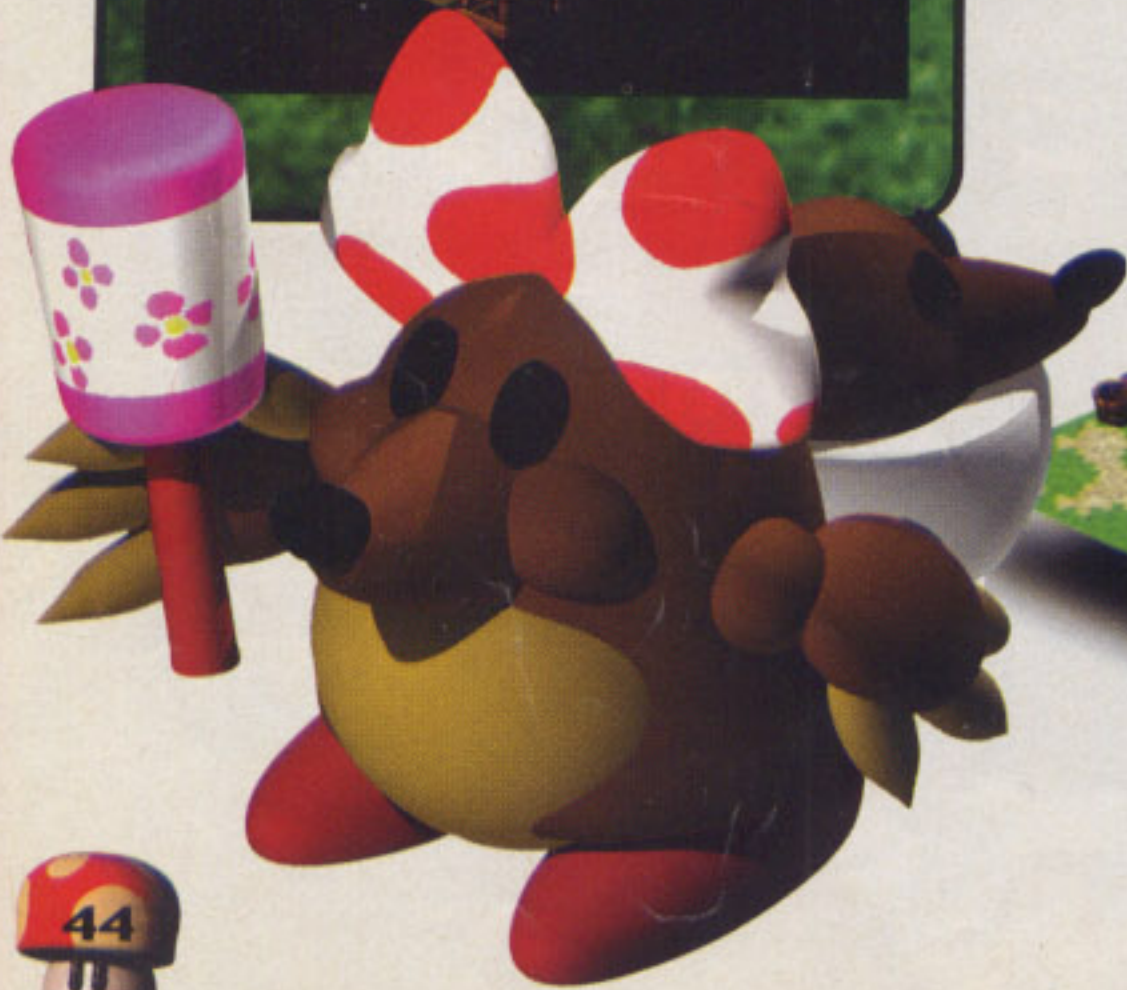
Mario must save the children who are trapped inside the mine. Jump on the miners to reach the entrance to the inner passages.



TO COAL MINE



WORLD MAP





THE MOLEVILLE SHOP

The shop in Moleville changes after Mario rescues the two kids lost in the mine. The top counter sells special items only after the kids are safe. The regular items at the main counter can help you before you venture into the mine. Be sure to



upgrade your party's weapons and armor, and stock up on Mid Mushrooms and Maple Syrup, as well.

22 COINS



WORK PANTS

22 COINS



MEGA SHIRT



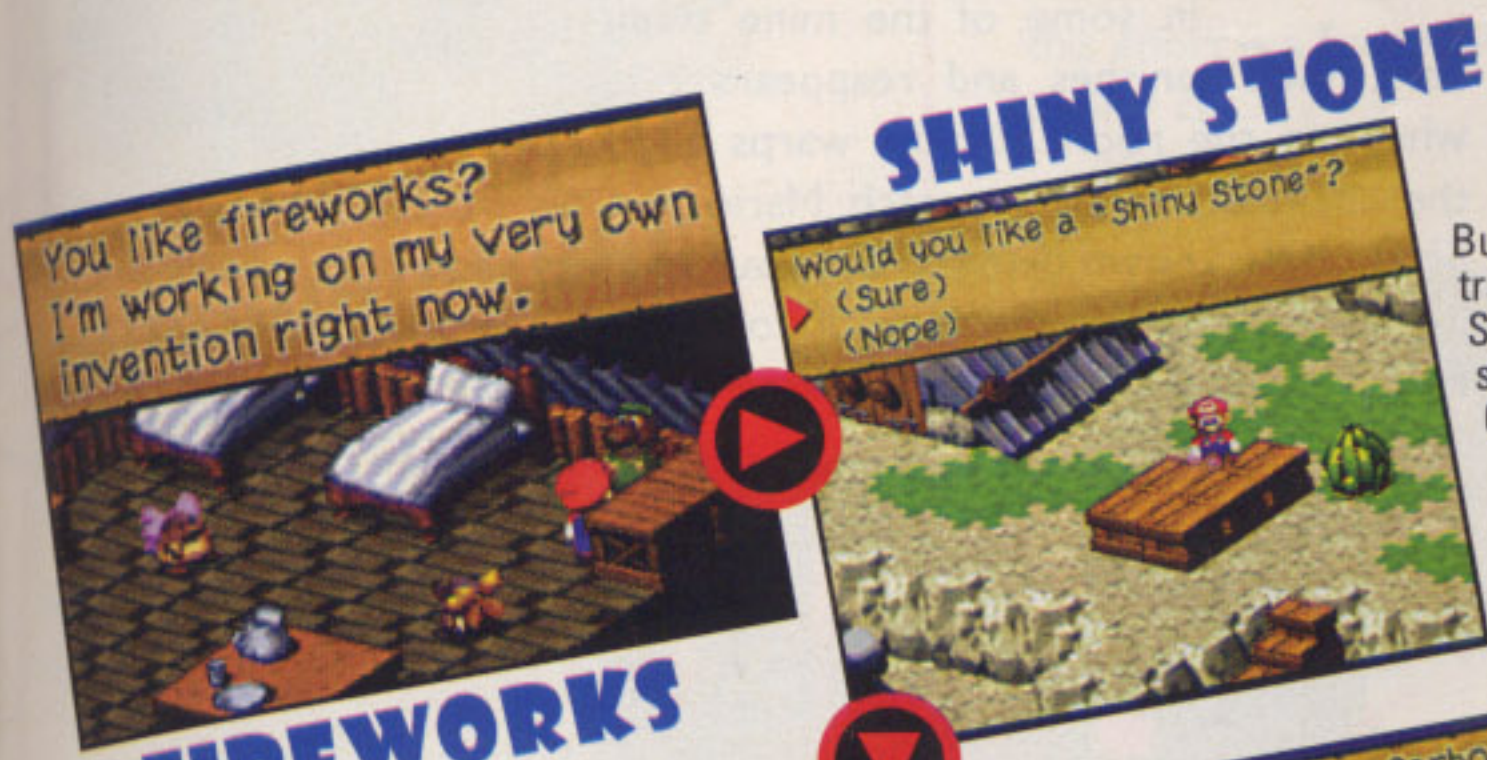
ITEM EXCHANGE

The people of Moleville trade special items with Mario and Company, such as the Fireworks and Shiny Stone. If you complete the trade cycle, you'll end up with a Frog Coin or two, but it's pretty expensive. This is how it works: Buy the Fireworks for 500 Coins from the mole in the house near the mine, trade them for the Shiny Stone with the child who runs a pretend store. Exchange the Shiny Stone for a Carbo Cookie in the real store and give the Cookie to the mole child in the bucket. When the mole child climbs out of the bucket, you can jump into it and travel to the Midas River to collect coins. If you give a second Carbo Cookie to the starving tot, you'll receive a Frog Coin—probably the most expensive Frog Coin you'll ever buy.

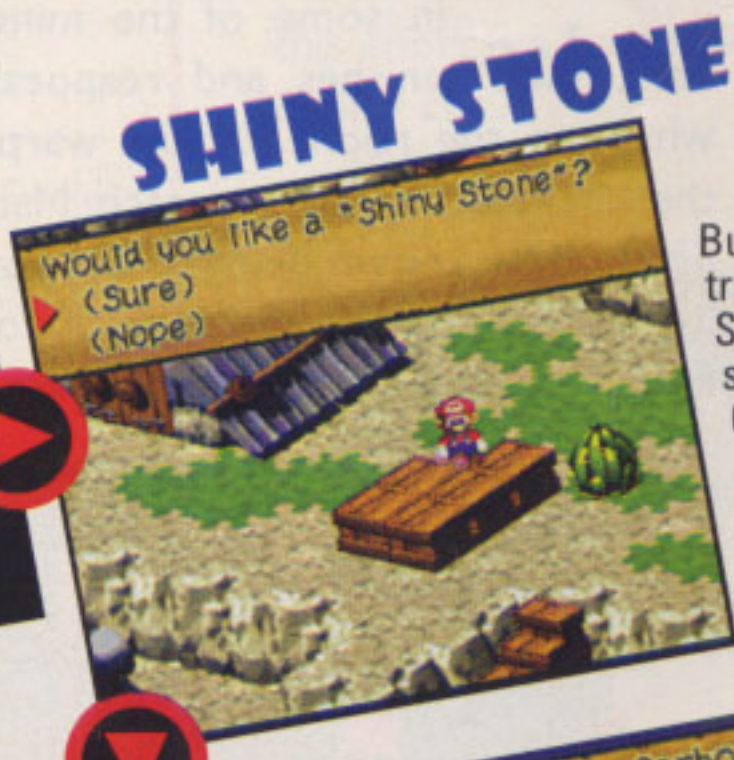


RARE ITEMS

The Mystery Egg and Metal Plate can be purchased in Moleville, as well. Visit the store and talk to the second shopkeeper. The Metal Plate turns out to be the Frying Pan, Princess Toadstool's most powerful weapon. The Mystery Egg can cure one party member for one turn.



FIREWORKS



SHINY STONE

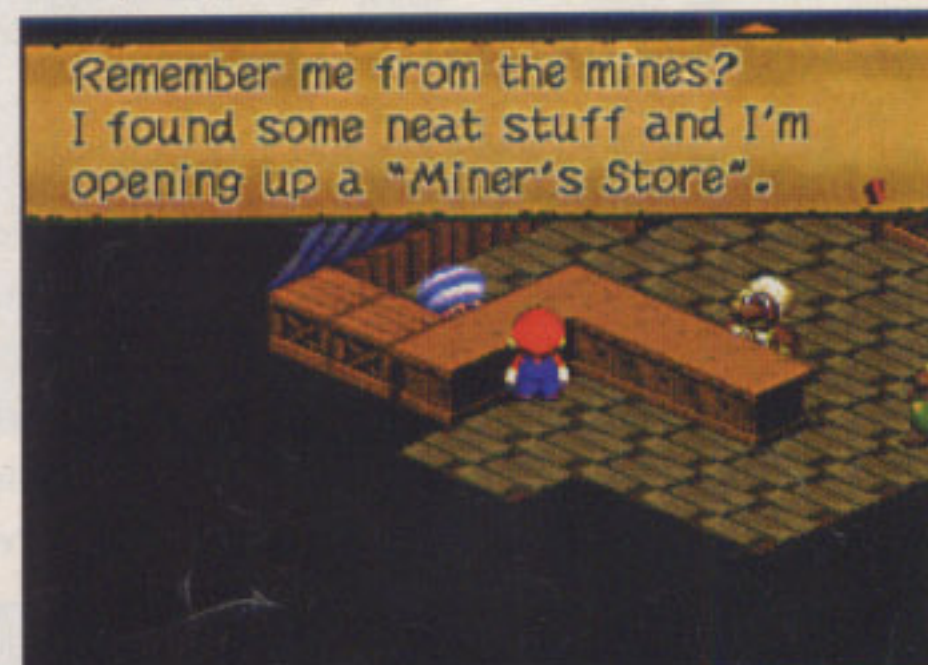
Buy the Fireworks and trade them for the Shiny Stone, then trade the stone for the Carbo Cookie.

CARBO COOKIE



GO TO MIDAS RIVER

If you jump into the mole child's bucket after giving her a Carbo Cookie, you'll be transported to Midas River, where you can collect coins. The Midas River course is no different from before.



The Metal Plate is really the Frying Pan in disguise. Nothing clobbers a koopa like a cast iron cooking utensil. Once you purchase the item for 300 coins, go to the Equip screen and equip Princess Toadstool with this punishing pan of pain. The Mystery Egg won't be a mystery once you gobble it down during battle. It cures a character for one turn and it's never used up.



BLOCKED PASSAGES

When Mario and his friends first enter the mines, they don't find anything particularly menacing. The minor enemies they encounter don't present a threat to the mole people. There is no sign of Dyna and Mite, either. But there is a blocked passage that leads deeper into the mine. You'll need the help of an old nemesis to clear away the rubble and continue your search for Punchinello. How do you get Croco's attention? Try knocking yourself out. Jump on the trampoline and bump your head on the ceiling.



PA'MOLE: We REALLY need to find a bomb!

After your meeting with Croco, you'll find Pa mole. When Mario gives him the Bambino Bomb, he'll open up the passage.



THE GREAT CHASE

Croco, the crafty reptile that you first met back in Bandit's Way, hears opportunity tapping when Mario knocks himself out on the mine ceiling after jumping on the trampoline. Once the plumber regains his senses, he finds himself surrounded by Croco's crew. The pickpockets promptly steal all of Mario's coins and then run away with the goods. Mario has no choice but to give chase. When you catch up to Croco, the wily one blows a hole in the wall with a bomb, thus illustrating the useful nature of explosives and suggesting a course of action for Mario. If you beat Croco, you'll win the Bambino Bomb, which Pa Mole uses to clear the path ahead. At this stage, Mallow should be equipped with the Cymbals, Mario should have the Power Glove, and Geno should be shooting the breeze (not to mention the baddies) with the Fingershot.

Charge after Croco and his cronies when they run away. You'll have to fight them when you catch them, so be prepared and have your HP filled to the max.

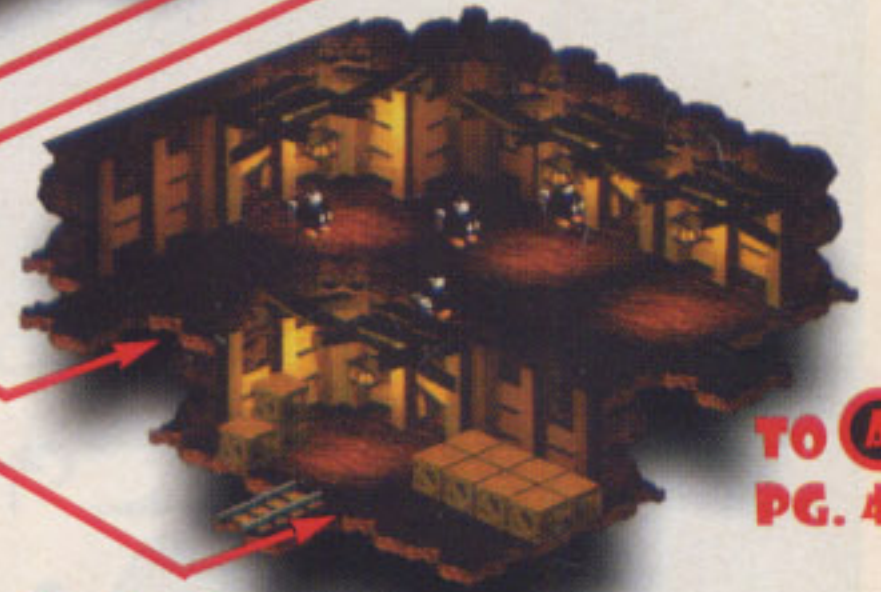
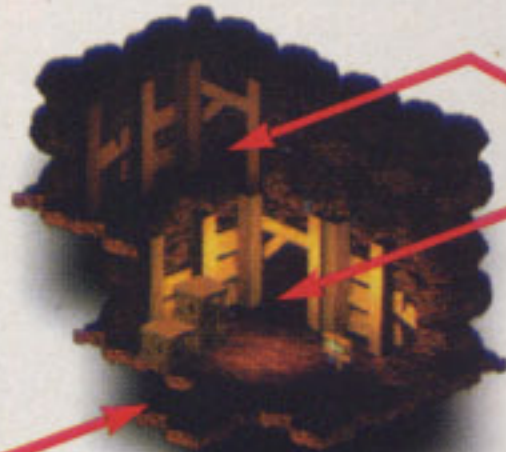


SPARKY

This annoying fireball appears in some of the mine chambers, then vanishes and reappears elsewhere in the room. Sparky warps about the chamber, trying to catch Mario and his friends off balance. There is no known defense, but your strategy should include moving quickly through the room if you want to escape Sparky. Also, refill the HP of all your characters when you find yourself in Sparky's presence. During battles with Sparky, don't waste Mario's Fire Specials. Mallow's Snowy Attack is best.



TO MOLEVILLE

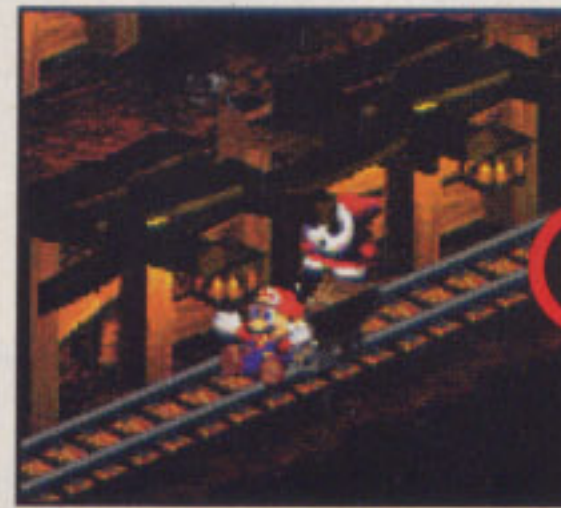


TO **A**
PG. 48



FROG COIN FUN

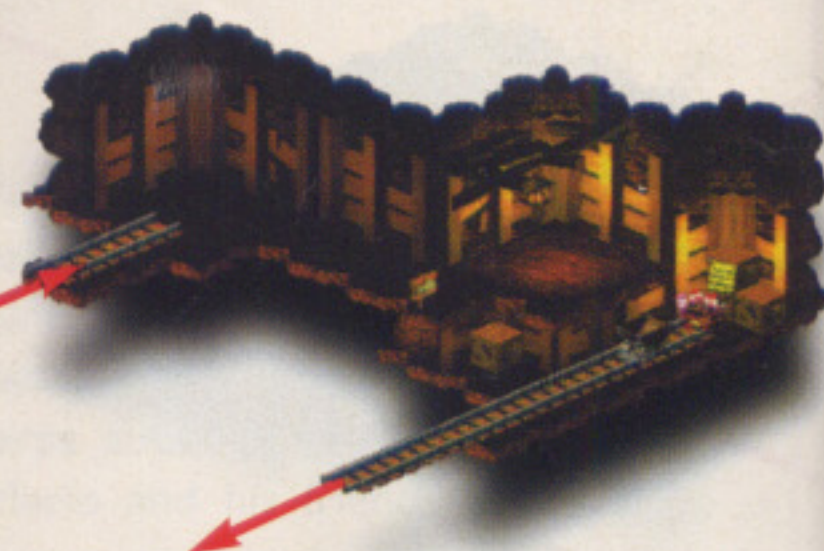
The trolley car tracks lead deep into the mine, drawing Mario forward into the shadows. What could be down this tunnel? As it turns out, you won't get far. Out of the far tunnel entrance rushes a trolley car headed straight for Mario. You can't outrun it or jump over it. The car carries you back out to the previous chamber. There, you can use the crashed car to jump to the upper track and continue forward. The reward for all of this effort is a Frog Coin in the trolley car.



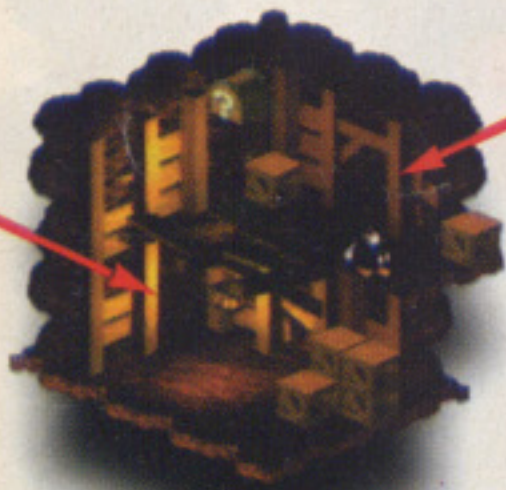
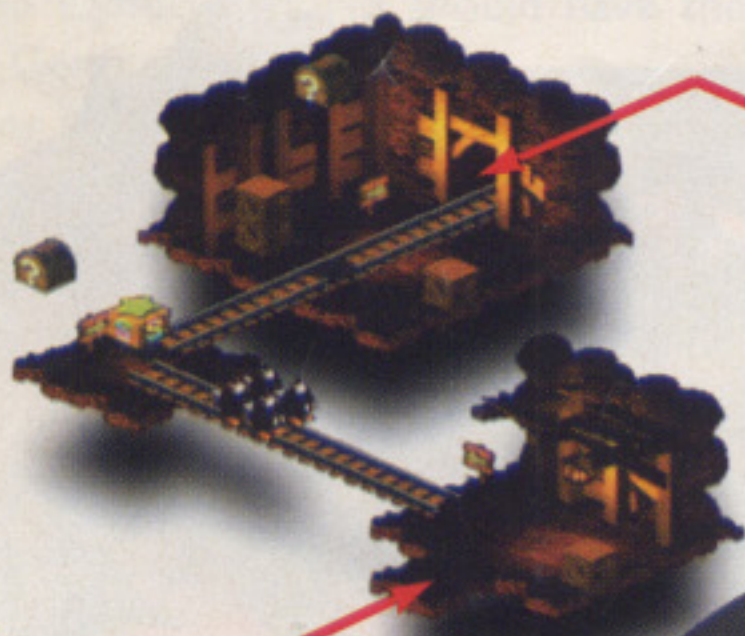


PUNCHINELLO

Once you fight past the Bob-ombs, you'll enter the domain of Punchinello. The big P fights with three sizes of bombs, beginning with the puny Bob-ombs and building up to a huge bomb that blows up Punchinello, the room and everything except your party. Use Mallow's Thunder Attack against the smaller two sizes of bombs. You'll wipe out all the bombs at once and free up Mario and Geno to concentrate their attacks on Punchinello. After surviving the battle and winning the third Star Piece, you'll meet Dyna and Mite and ride out of the mines on a trolley.



TO TROLLEY RACES



A FROM PG. 47

HER ROYAL HIGHNESS?



When Mario returns to Moleville, he runs into three Snifits chasing a beetle. The Snifits spill the beans about their boss, Booster, who seems to be holding a special guest—a girl who fell from the sky, whom some believe to be a princess. Could this be Toadstool? How many princesses get tossed into the stratosphere in this place?

You'd better head over to Booster Tower and see for yourself.



SNIFIT #1:
Don't you DARE touch that beetle!
It's a present for Booster.



TROLLEY RIDE

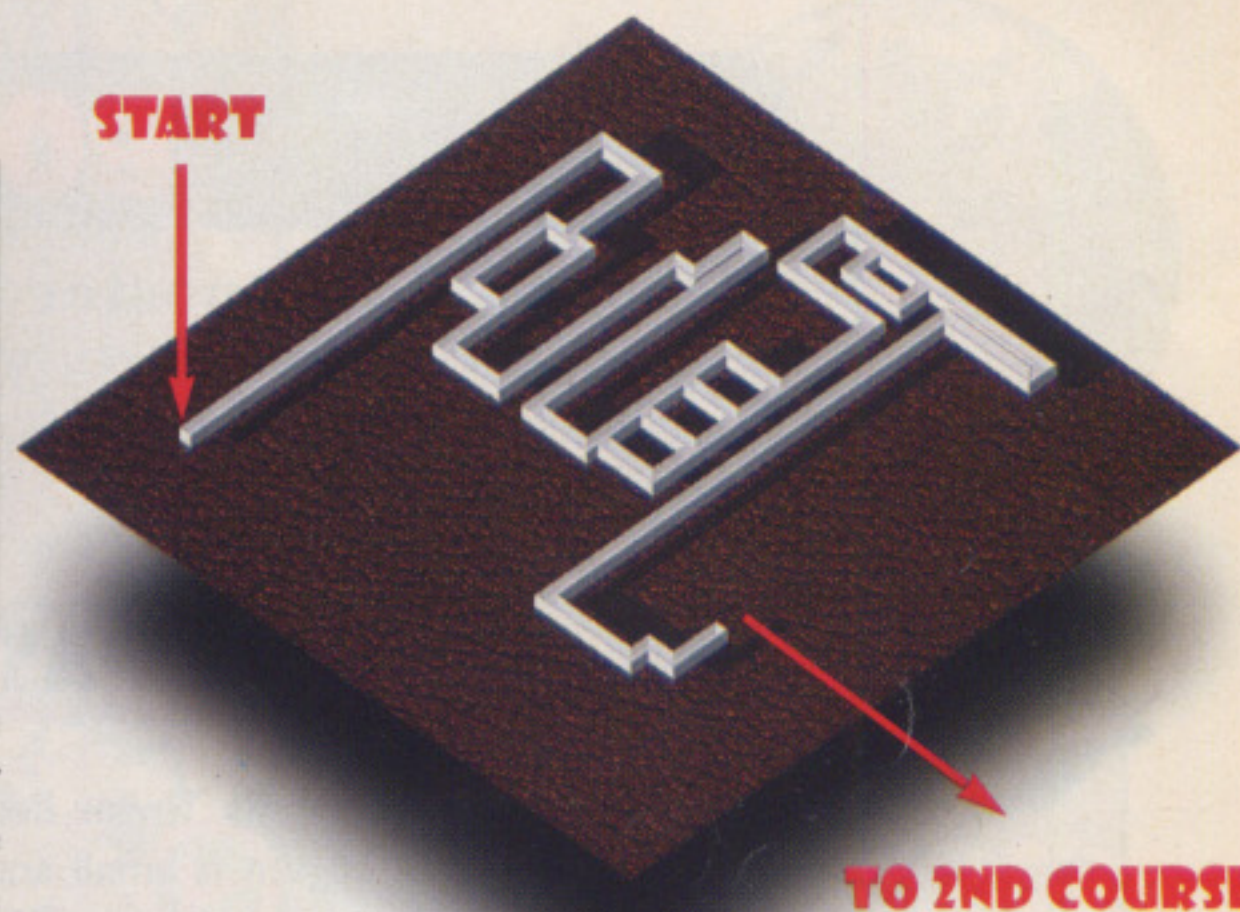


After rescuing the mole children, Dyna and Mite, you still have to escape from the mines. Fortunately, there is an escape near at hand. Keep moving forward from Punchinello's chamber until you reach the trolley car. Once you hop aboard, the car begins to roll. You can control the speed of the car as it trundles down the track, applying brakes before the sharp corners and speeding up on the straightaways. You also have the ability to jump over obstacles that cross the tracks, such as pools of water or gaps in the tracks. As you race along, you can pick up speed mushrooms and coins. On your first trip through, don't try to go too fast, because on subsequent trips you can make money by beating your old speed record. The first part of the race takes place in Mode 7 for a dramatic, 3-D perspective. The second leg appears as a side-scrolling race. The third leg switches back to the Mode 7 view and the final section is side-scrolling again. You can return at any time in the game and wager up to 30 coins on the race, winning 50 coins if you better your best time.



MOLE MOUNTAINS

START



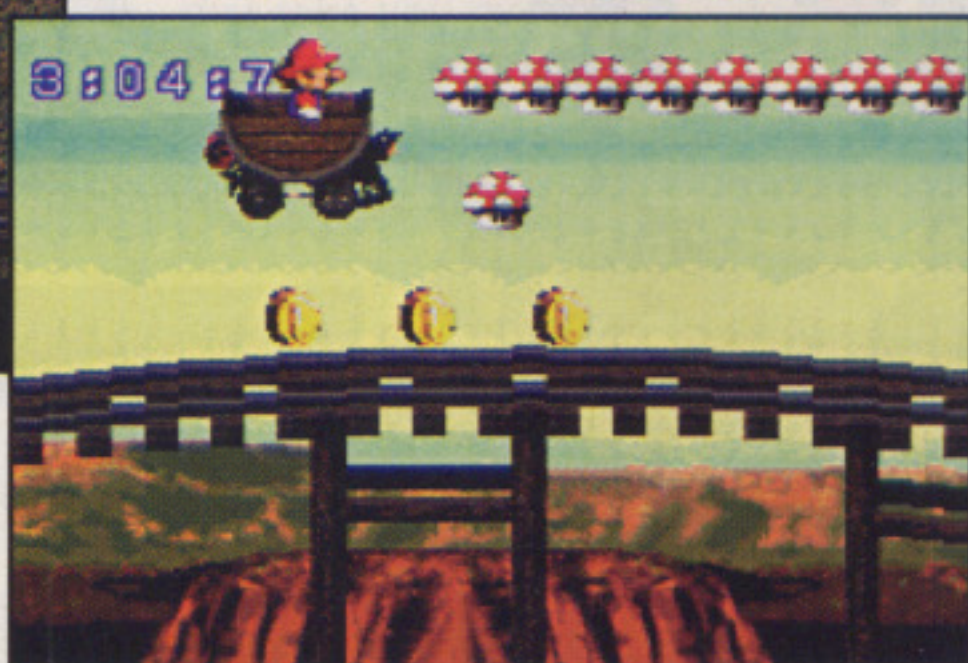
TO 2ND COURSE

TROLLEY COURSE 2

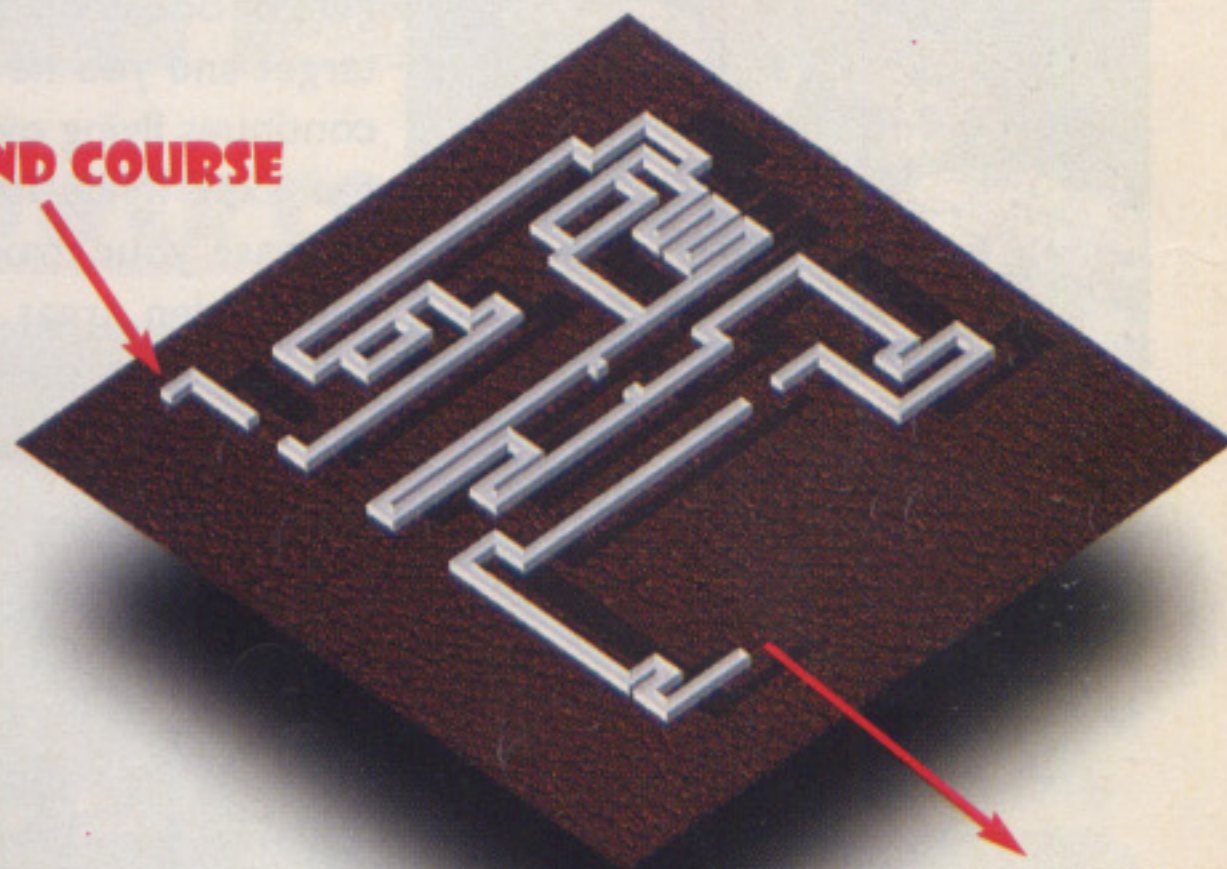


The mushrooms that you can pick up along the tracks can give you a boost of speed. Push the X Button to unleash the power of the mushrooms, but make sure you have a long track ahead.

TROLLEY COURSE 4



FROM 2ND COURSE



TO 4TH COURSE



TROLLEY CHALLENGE



During repeat visits to Moleville, you can challenge your best time at the Trolley Races. Climb up to the top of the mountain and speak to the mole. You can race for 10 coins or 30 coins. If you wager 30 coins, you can win 50 coins if you set a new time record. To give yourself room to improve, race slowly on your first trip through the course and improve your time by a small margin the next time you race.

The record at "Moleville Mountain" stands at 02'55"46. Come back and ride it again.



SWAP SHOP



An enterprising mole runs a Swap Shop out of her house in Moleville. Unlike most shops, this one doesn't have anything for sale...at least your coins won't get you any-

We ain't no store or nothing, so you won't get any money for them, but we'll give you points.



thing here. Instead, you have to trade your items for points. For example, one Maple Syrup is worth 12 points. For every 100 points, you get one of the following items: Fright Bomb, Fire Bomb or Ice Bomb.





BOOSTER PASS

The road to Booster Tower lies through the rugged hills of Booster Pass. Here, you'll find steep cliffs and a wild assortment of villains including Lakitu, Carroboscis and Spikester.

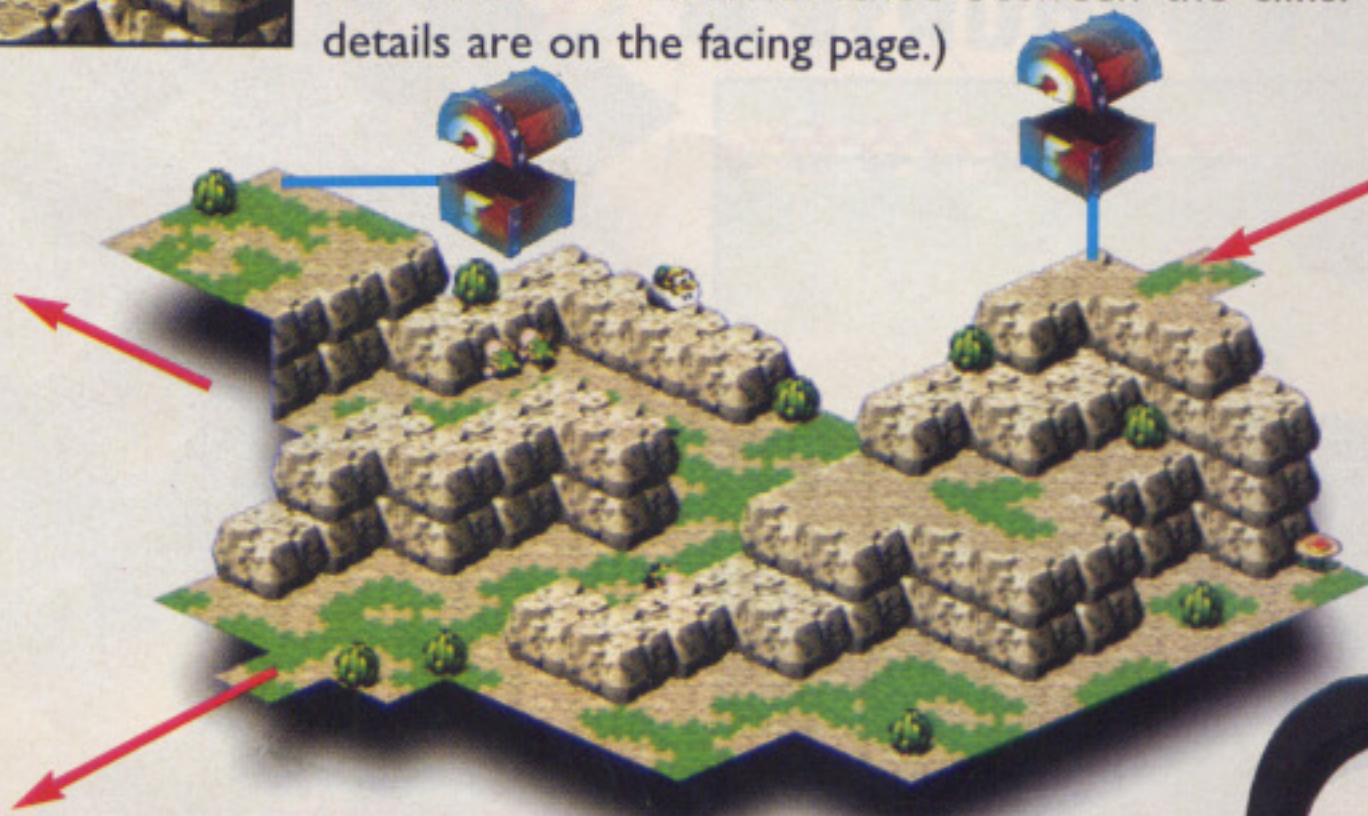


EXPLORE THE PASS

The rocky road to Booster's Tower lies strewn with enemies but not many obstacles. The entire region is small and you can avoid most foes simply by turning on Mario's afterburners and running away. You might want to stand and fight, however, in order to build up your experience points before moving on to the dangers of Booster's Tower. The Spikesters provide an easy target and you never run out of them as long as Lakitu continues flying overhead, dropping them. You can raise the experience level of your party several times and increase your maximum HP in a short time. You'll also find hidden areas sandwiched between the cliffs. (The details are on the facing page.)

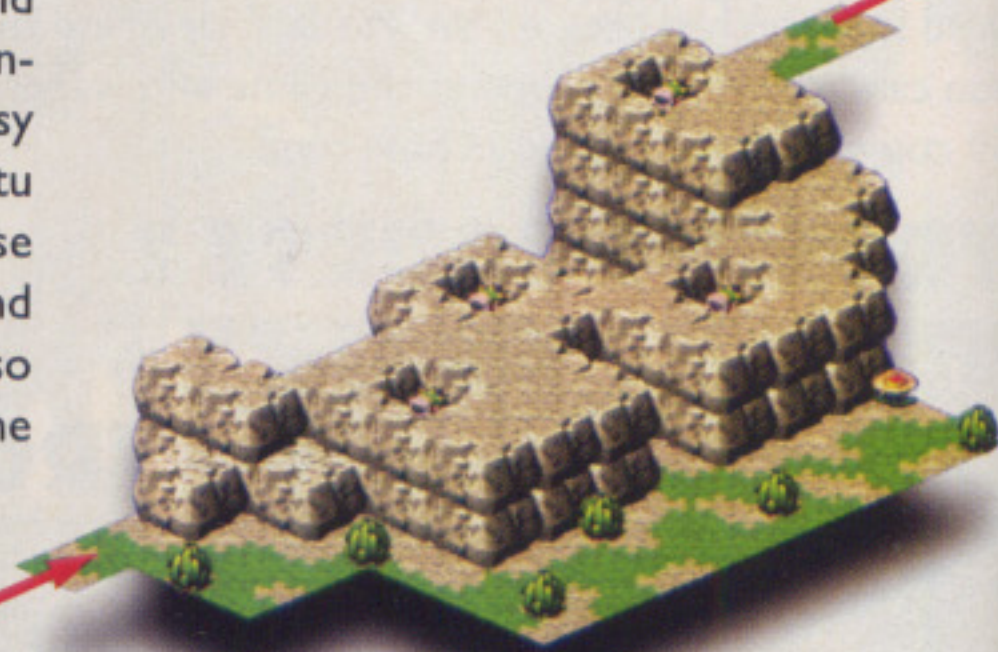


TO SECRET CAVE



WORLD MAP

WORLD MAP



LAKITU & SPIKESTER

Lakitu floats above the first area of Booster Pass, dropping young Spikesters on unsuspecting plumbers below. As long as Lakitu remains free in the skies, there will be Spikesters to fight on the ground. You can use them to build up the experience of your party because you'll never run out of Spikesters. The Spikesters won't put up much of a fight and they give you six Experience Points each. If you want to get Lakitu for some reason, jump off one of the cliffs to attack him.





SECRET SWITCH

In the second area of Booster Pass, you'll find a notch on the right side of the cliffs. If you duck in there, Mario will find the hidden switch and activate it. Suddenly, the four holes on the top of the cliff will fill up and the critters hiding inside will be vanquished. This may be the easiest victory that you'll score during the entire game. With the baddies gone, it's a breeze to pass through the remainder of the pass.



SECRET ENTRANCE

Off on the left side of the first area of Booster's Pass, Mario and company will run into the entrance to a cave. Inside, you'll find a series of jumps that take you over Spikesters and a Snifit Cadet, who wants to see what you're made of. Send him back to school with your Regular Attacks, then proceed to the left where you'll find three Treasure Boxes.



TOWER CONNECTION



Once you begin climbing Booster's Tower, you'll find this room with the exclamation point switch. If you hit it, you'll open the secret cave in the first area of Booster Pass.



SNIFIT #4

Snifit #4 has a dream. He wants to be Snifit #1. To achieve this exalted position in Snifitdom, he must defeat the legendary Mario in a bout of nerves, wit and muscle, but mainly muscle. Will you help the misguided lad live his dream? Or will you cruelly crush his feeble Snifit ego? The choice is yours, but it would be difficult to lose to this clown even if you tried. The Snifit, hasn't really put in the hours necessary to learn how to beat Mario.

Once he loses, Snifit #4 will return to the academy and attempt to pull together the shattered remnants of his life. If you're expecting more from this sideshow, forget it.

SNIFIT CADET: Golly!
You're that famous Mario guy!



WORLD MAP



BOOSTER TOWER

Welcome to Booster's family home. The tower holds treasures, family portraits and a few vermin who will make your tour more interesting. Every nook and cranny holds secrets, so look everywhere.



SUPER BOWSER BROS.

Can it possibly be true: Bowser and Mario becoming companions, fighting together, setting aside their history of mutual stompings and forgetting the evolutionary animosity that has pitted them against each other since their first adventure? In a word, yes. Bowser has lost his Troopas, his castle and a lot of his bile, but he hasn't lost his wits. Teaming up with Mario is his only chance to win back his empire.



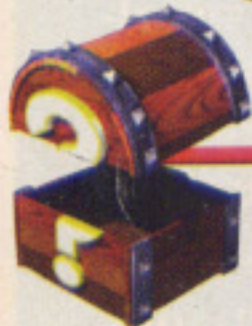
WHO'S WHO

BOOSTER

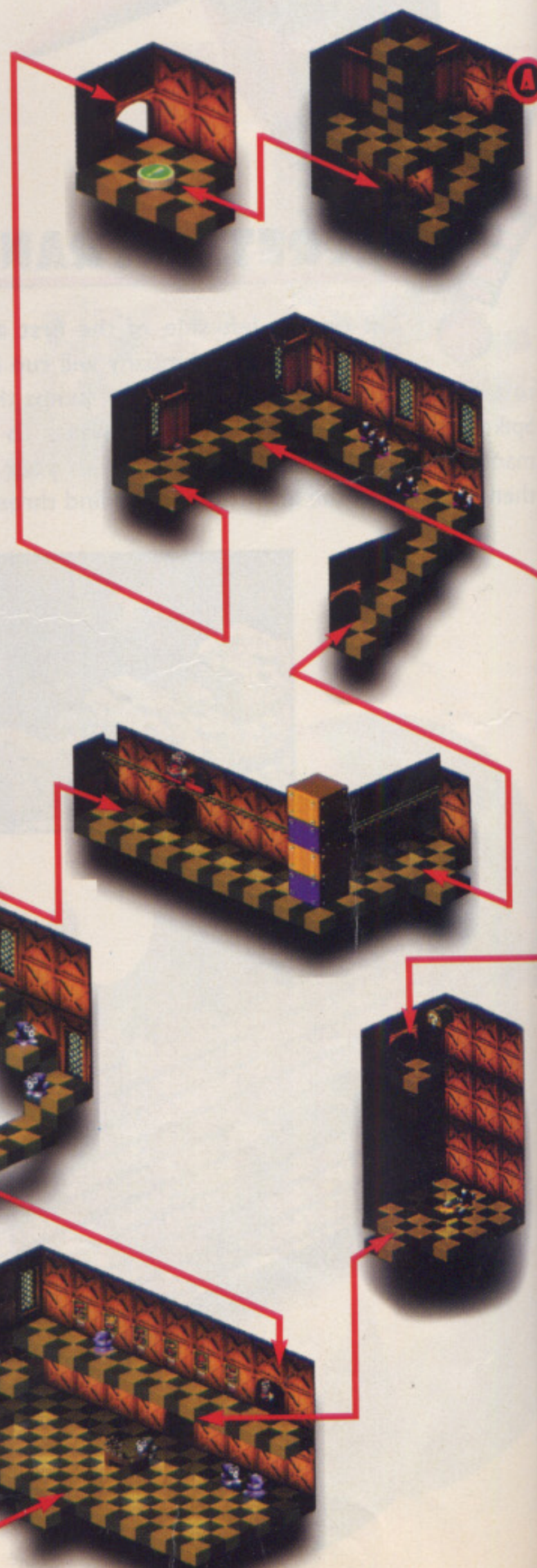
Booster really should get out of his tower more often. All it takes for him to go completely nuts is a princess landing on his balcony. From the looks of the family portrait gallery, going nuts is probably a respected tradition among the Booster clan. Of course, now that he has a princess, Booster figures he must do something, like marry her. It's up to Mario to race to the top of the tower and rescue Toadstool before the throwing of the rice.



THE MASHER



Mario can always use a heftier hammer. The Masher lies waiting in a Treasure Box that floats in the air three stories above a teeter-totter with a Bob-omb sitting on one end. Climb up the stairs until you're on a landing with curtains behind you. Take the middle exit, then jump off the ledge from the tan square. You'll land on the teeter-totter, send the Bob-omb flying, and in return you'll be launched up to the Treasure Box that holds the Masher.

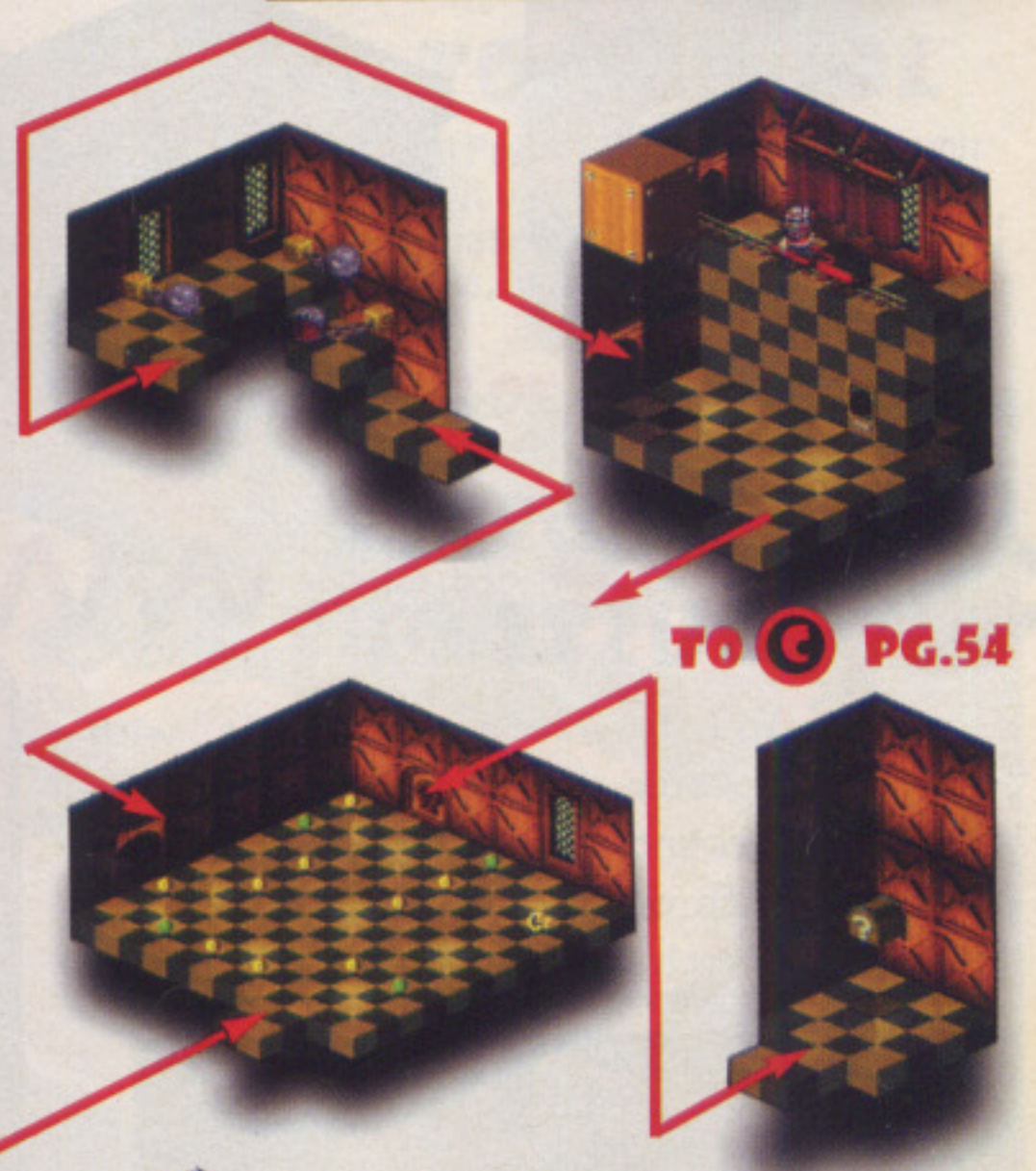
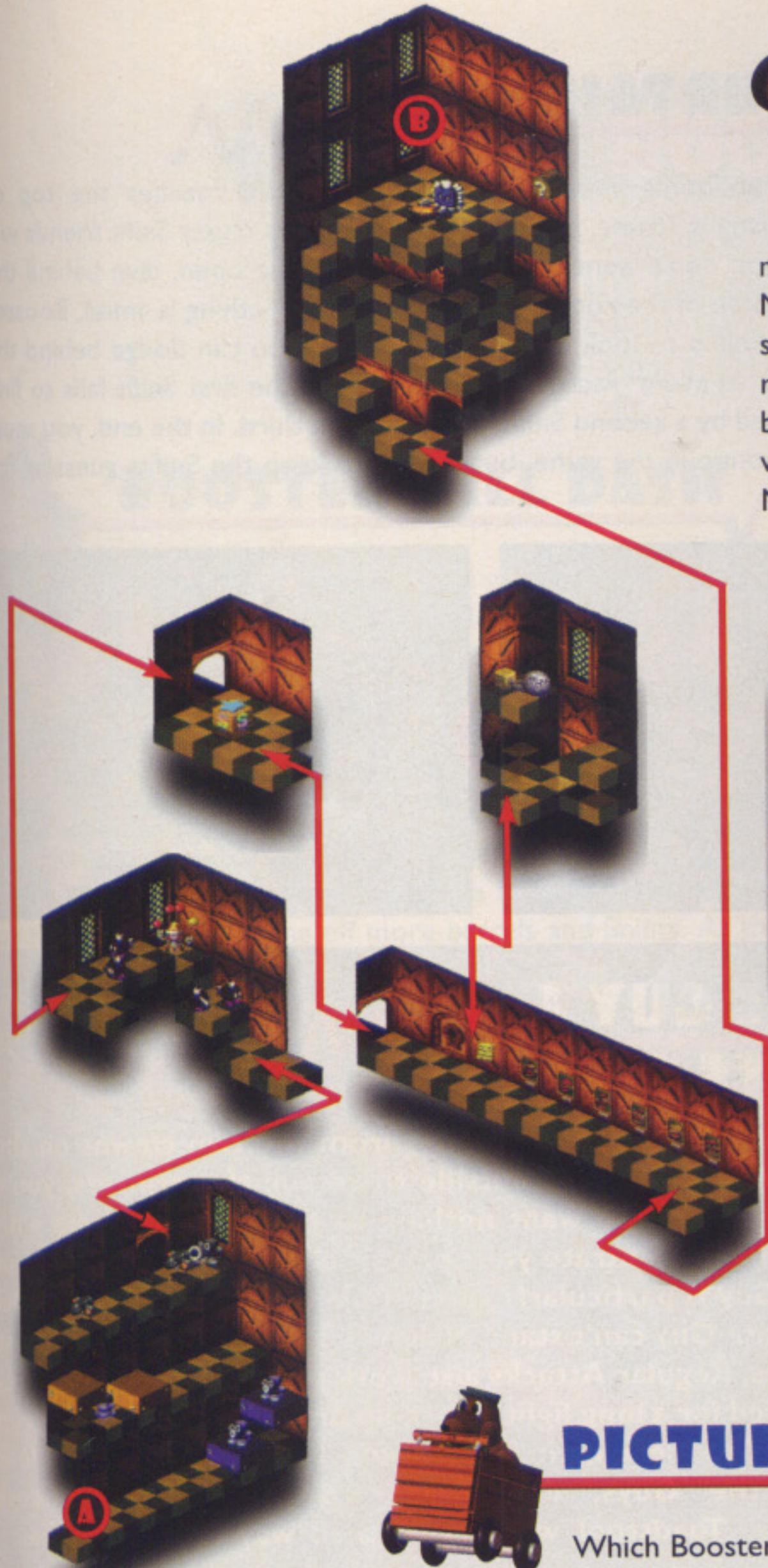
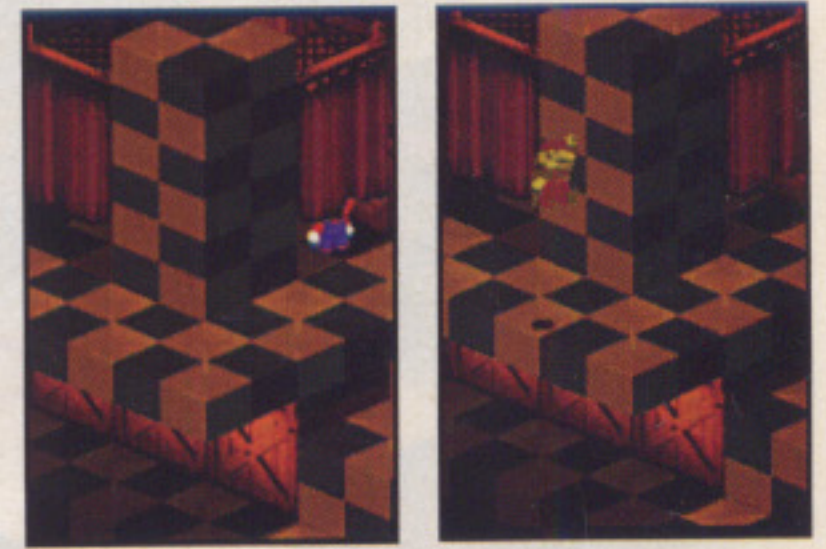


ENTRANCE

HAPPY NES



Back in the 80's, Mario looked rather flat and moved stiffly compared to the 3-D Mario of Super Mario RPG, but he was still the hero of the day. Now you can relive those days of glory by stepping behind this pillar in Booster's Tower where you'll be transformed into the NES version of Mario.



TO © PG.54

PICTURE THIS



Which Booster begat which Booster? That is the question in the hall of portraits in Booster's Tower. Your job is to turn over the portraits in the correct order, from the oldest portrait to the youngest. If you succeed at this daunting task, you'll receive the venerable Elder Key for the effort. The correct order of the ages of the portraits is as follows: 6-5-3-1-2-4. If you select the portraits in this order, you'll receive the Elder Key, which unlocks the heavy wooden door just to the left of the portrait puzzle.



1ST →



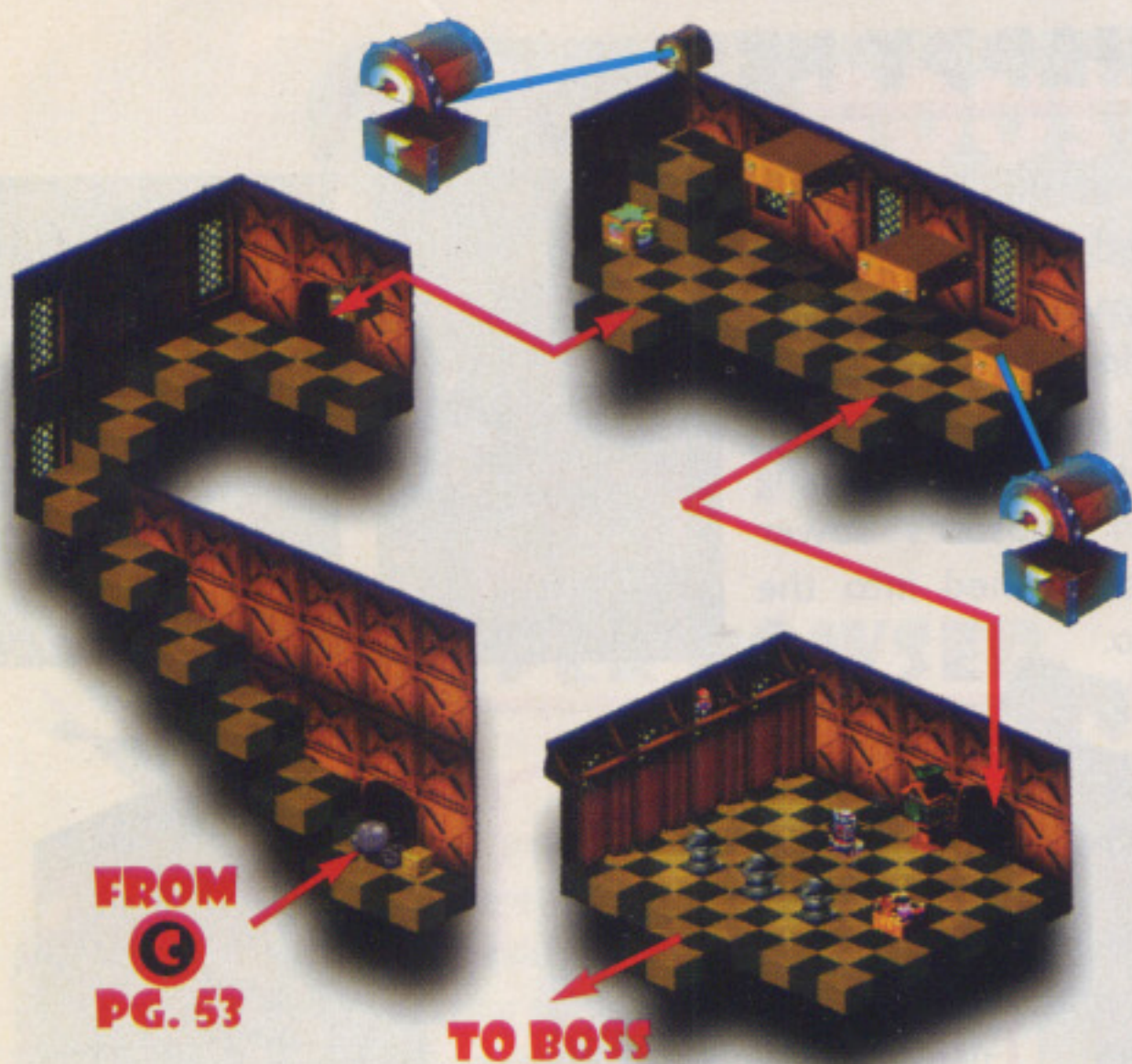
← 6TH

BOMBS AWAY



This room in the upper reaches of the tower contains hidden bombs in the floor. As you cross the tiles, attempting to grab the coins, you're bound to hit bombs. After the explosion, you'll have to fight an enemy called the Fireball. You'll also be given the chance to play the Yoshi's Shell Game to double your Experience Points. Playing is a great way to boost your levels.





A CURTAIN CALL

Mario won't be alone for long once he reaches the top of Booster's Tower. Booster and three of his trusty Snifit friends will show up soon. If you don't want to be caught out in the open, dive behind the curtains at the left side of the room. Suspecting that something is amiss, Booster orders one of the Snifits to look behind the curtains. You can dodge behind the six curtain sections to avoid discovery by the Snifit. If the first Snifit fails to find you, he will be joined by a second Snifit, and then by a third. In the end, you must be discovered to continue the game, but it's fun to keep the Snifits guessing for as long as you can.



BOOSTER BUSTS OUT

You may win the battle with Booster, but the bearded baddie won't stick around to take his lumps. During the fight, watch out for the Loco Attack and Spritz Bomb, each of which scores 70+ HP.

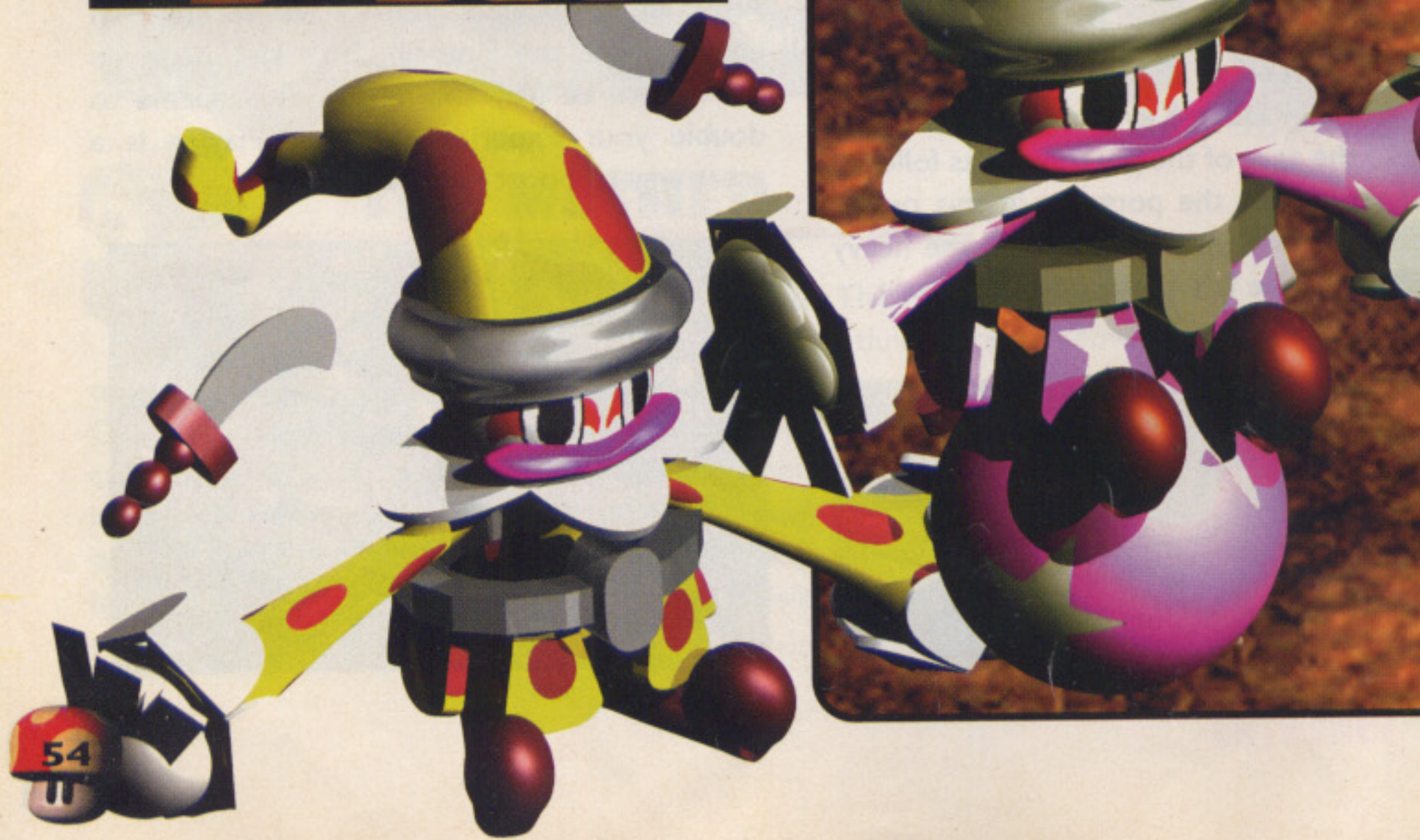


KNIFE GUY & GRATE GUY

The real test in the tower comes from the two clowns on the balcony. When you step outside to rescue the princess, you'll run afoul of this sharp pair who want nothing so much as to juggle with Mario's life. You should concentrate your party's attack and defeat one of the Guys first. Knife Guy is particularly susceptible to Mario's Fire Attacks while Grate Guy can't stand Mallow's Thunderbolt. As in most battles, Regular Attacks also work well. You should be prepared for a long fight. Stock up on Mushrooms and Syrup before heading into Booster's Tower. After you defeat the Guys, chase after Booster and Princess Toadstool, who are on their way to Marrymore.



Knife Guy and Grate Guy each has a weakness. Grate Guy isn't so great in a thunderstorm and Knife Guy can't stand the fire. The best party for attacking this pair is Mario, Bowser and Mallow. All three of your characters should



BOOSTER HILL

Is this the last chance to save Princess Toadstool? The long race up Booster Hill will test your stamina and play-control skills. Barrels and Snifits will both aid and hinder your Olympian effort.

BOOSTER HILL DASH



The great Booster Hill race gives you a chance to collect Flower Points. Booster has a good lead, but you can gain on him by jumping off the rolling barrels. You can make Mario move sideways or make him jump, but you can't run forward. For that, you need help. A correctly timed jump onto a barrel sends Mario leaping ahead toward Booster and the Princess. If you touch the Princess, you'll earn a Flower Point. You can also bounce off the heads of the racing Snifits to get a boost forward. The downside of the hill race comes about when you're hit by a barrel or Snifit. If you're hit, you'll lose ground and fall a few steps back. You'll have to make up the ground by jumping off more barrels and Snifits. At the top of the hill lies the village of Marrymore where Booster intends to marry the Princess. You won't be able to stop that during the race, but you will build up Flower Points to use in your upcoming battle with Booster.



BARRELS

Just to make the race interesting, someone at the top of Booster Hill is rolling big barrels down the slope. This can be taken as a good thing or as a bad thing. If you manage to jump on top of the barrel, you'll leap forward and get closer to the Princess. If a barrel hits you, though, you'll stumble and fall behind. Booster Hill is one of the great action stages in Super Mario RPG, but you don't have to win the race to continue the game.

BOOSTER & TOADSTOOL

The unlikely pair of Booster and Princess Toadstool is enough to raise eyebrows anywhere, but when they're racing up the hill toward Marrymore, that's reason enough to follow along. If Mario catches up to the Princess, he'll get a Flower Point as a reward.



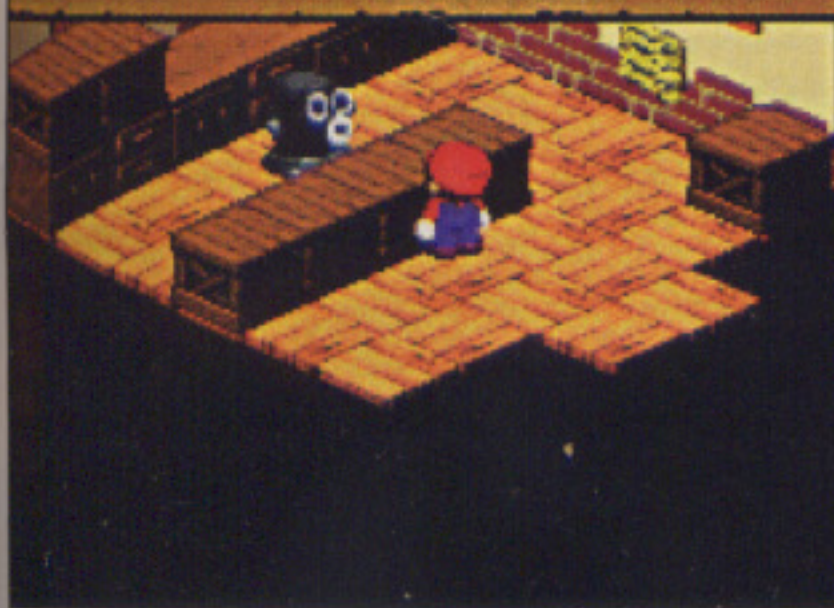
SNIFITS

Just like Mario, the Snifits are chasing Booster up the long hill to Marrymore. They have the same advantages and disadvantages as Mario. They can speed up by jumping off a barrel or Mario, and they'll slow down if they're hit.

BEETLES ARE US



Welcome to "Beetles Are Us"!



Good job!
You made 51 coin(s).



This enterprising Snifit is making a few coins on the beetle trade. Yes, there are beetles to be caught on Booster Hill, and they're worth a pretty penny. Beetles Are Us pays 50 coins for a rare male beetle and one coin for more common female beetles. Golden Beetles command a price of one Frog Coin. But if you're just getting started as a Beetle-catcher, you'll need to pay a 100 coin fee plus 50 coins for a Beetle Box in which to store the beetles that you catch. That's pretty steep and, incidentally, so is Booster Hill. But if you find that you're good at catching beetles, and especially adept at catching Golden Beetles, the expense and effort may be worth your while since Frog Coins are just as rare as Golden Beetles and considerably more useful. You can return to Beetles Are Us for as many tries at Beetle catching as you want.



MARRYMORE

One of the happiest places on earth, Marrymore is where people from all over the Mushroom Kingdom go to get married. If you visit, be prepared to eat cake and have your picture snapped.



SAFE IN THE CHURCH?

Before Mario can do anything about it, Booster rushes into the chapel of Marrymore, pulling Princess Toadstool in tow. Mario can pound on the door until the cows come home and go to bed, but he can't get into the church...at least not through that door. When in doubt, look about. On the right side of the chapel, you'll find a secret entrance to the kitchens beneath the chapel. There you'll find Chef Torte and his assistant putting the finishing touches on Booster's impressive wedding cake. If you jump onto the cake (hey, it could happen), Torte will shoo you away. Hurry upstairs to find the wedding party and put a stop to this outrage of matrimony.



RAZ: This was supposed to be my wedding day...
All my plans have been ruined...



In and about Marrymore, Mario finds people from the Mushroom Kingdom. Raz and Raini are here, as are another couple waiting to be married in the chapel.



BUST IN TIME

With Bowser's help, you can break down the door just in the nick of time. It won't be easy. Mario and Bowser must coordinate their rush so that they both hit the door at exactly the same time. Their combined mass will crack the lock and the two heroes will burst into the chapel. Outside the chapel, you'll notice a Save Block. Since you're going into battle, save your progress before battering down the door.



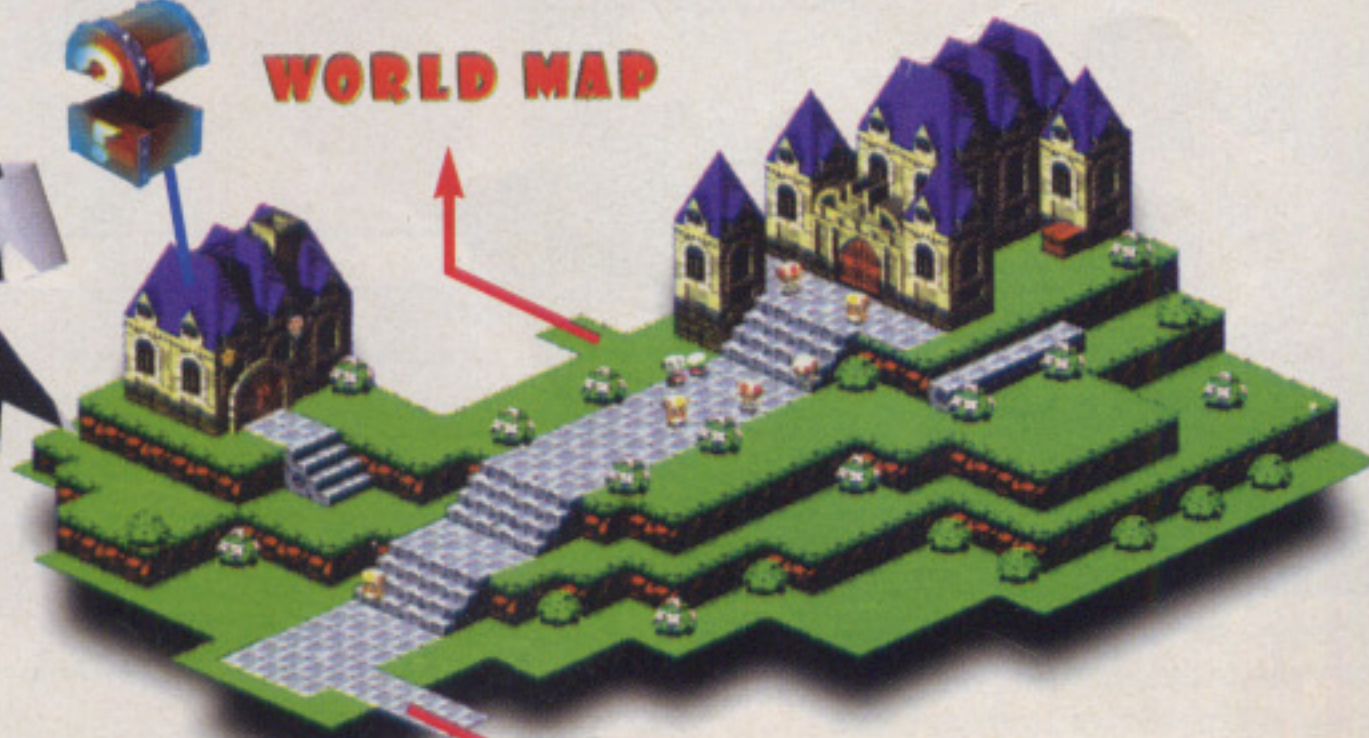
help me bust this door down?!
On the count of 3, we'll run
TOGETHER! Timing's the key!



MARRYMORE



WORLD MAP



WORLD MAP

WHO'S WHO CHEF TORTE

Most chefs take their food very seriously, but Chef Torte of the Marrymore chapel gets so worked up over his cakes that he will fight you just for not taking a bite out of his latest confectionary creation. After all, what is a cake for if not to be eaten? You may also have a confrontation with Torte down in the kitchens, but at least there he won't slap you around with a spatula or beat you on the head with a basting brush. Whatever you do, don't step on the cake. Torte really hates that.



CHEF TORTE: Vat...VAT?!
Vat are you doing?!



SCATTERED JEWELS

When Mario and Bowser come crashing into the hall, they plough into Booster and Princess Toadstool at the altar, sending the Princess's accessories flying. Booster commands his Snifit pals to gather up the precious objects, but if you're fast, you can beat them to it. You'll be able to find three of the four objects, but the final one is the crown, and it has fallen on Booster's head. Depending on the number of the candles that are lit when you return the crown, you'll get a kiss from Toadstool, Bowser or Booster.



HOMeward BOUND

Now that you've foiled Booster's mad wedding plans, you'll want to head back to the Mushroom Kingdom where the Princess has been missed for so long. After finishing off Chef Torte's Bundt Cake, your party returns to the Mushroom Kingdom. The Chancellor is overjoyed at the return of Toadstool, but the princess will decide to join your party in the end and help save the world. When you step out of the castle, listen for a mysterious voice then look for the princess to appear off to the left.



WHO'S WHO

PRINCESS TOADSTOOL

Princess Toadstool rules the Mushroom Kingdom with wisdom and compassion when she's not being held captive by Bowser, Booster or other opportunistic hooligans. Her Special abilities include healing skills such as Group Hug, Therapy and Come Back. But the Princess can stand with the toughest fighter and give as good as she takes. Whether she's armed with a stout parasol or an iron pan, she has definite knock-out potential.



MOLE MOUNTAINS



BUNDT & RASPBERRY

Nobody expects to battle a six foot wide wedding cake, but sometimes you have to be prepared for anything. Mario and crew should dig in against Bundt using Regular Attacks and Mario's Jump Attacks. Considering that it's just a dessert, the Bundt cake has a surprising command of Special Attacks. It hurls Sandstorm, Blizzard and Diamond Saw at your party. In the end, Booster steps in and eats the cake in one vast gulp. Bon appetite.



HONEYMOON SUITE

Visitors who wish to spend the night in Marrymore have a choice between accommodations for 10 coins or 200 smackers. If you go with the VIP treatment, you'll receive a gift from the hotel. The first time you stay in the suite, you'll receive a Flower Tab. If you stay three times, you'll receive a Flower Jar. If you stay five times, you'll receive a Frog Coin.



SEASIDE

3

BY THE SEA



Travelers in this region should carry extra supplies of Pure Water since there are so many ghostly sightings. At the very least, they should have Geno or Mallow in the party to defeat the specters. Look for whirlpools to help you dive to the bottom and rising air bubbles to carry you back to the surface.

TO LAND'S END



4

SUNKEN SHIP



The Sunken Ship is the home of Jonathan Jones, a shark with a sense of honor. In order to reach this pirate king, you'll have to pass through several discouraging obstacles, solve several puzzles, and defeat several dozen crusty crewmates armed with tridents.

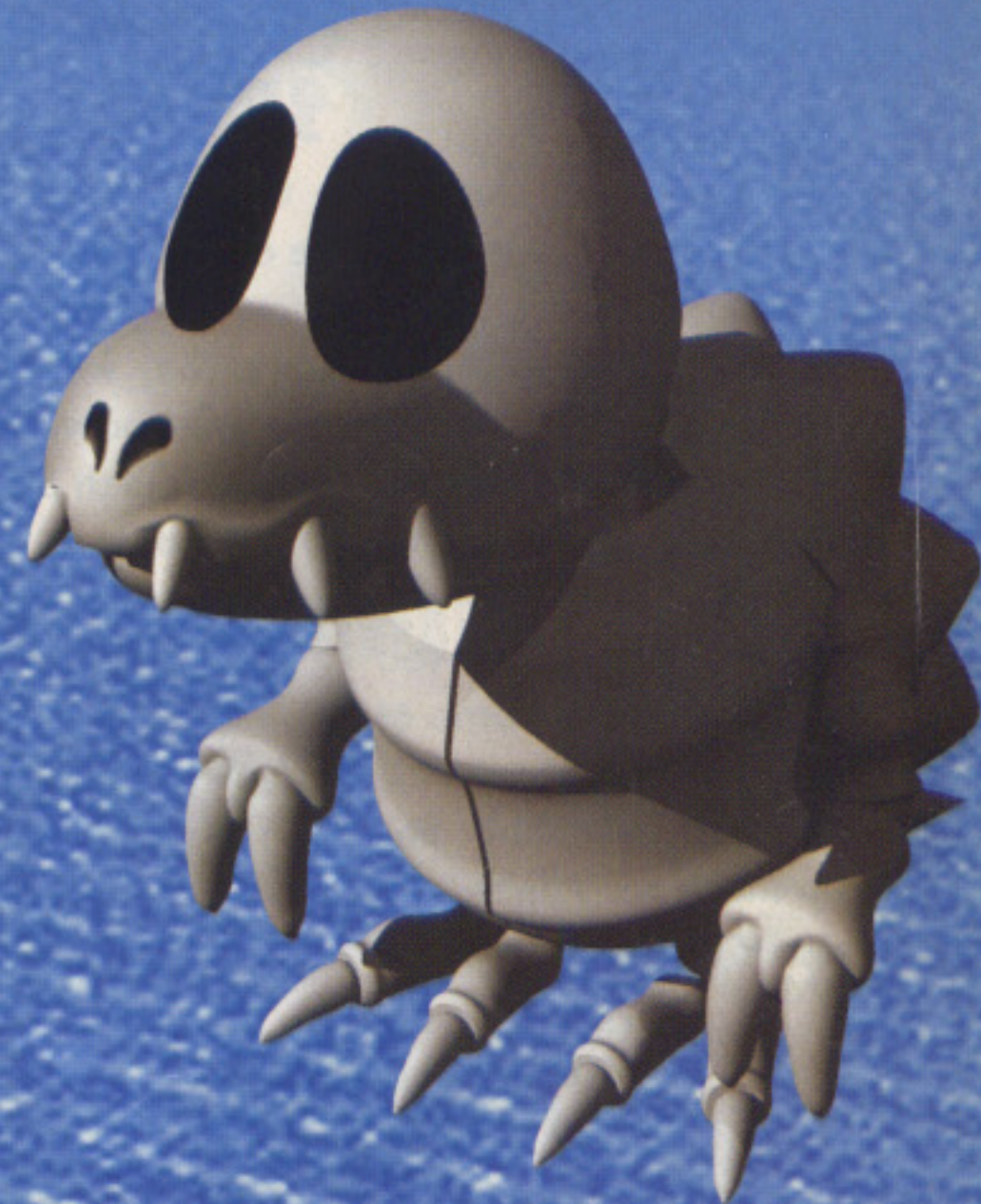
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STAR HILL



Travelers to Star Hill must cope with a weird landscape and scampering natives who try to steal their coins. The large, star-shaped doors can be activated by hitting switches located throughout each level of the Hill. Rumor has it that a Star Piece is found here. You'll also find unfulfilled wishes scattered around the hill.

TO
MARRYMORE


2

SEASIDE TOWN



The town is always full of strange news from near and far. It is here in the Seaside Town that you'll find Beetles Are Us and a number of well-equipped shops that sell everything from NokNok Shells to Parasols. Don't miss the student of Frogfucius who sells special items.



THE WISDOM OF FROGFUCIUS

"Out with the old and in with the new, I always tell my pupils.

Naturally, they take this as an excuse to throw me out of the pond, completely missing my point. I really shouldn't expect more from tadpoles. As for you adventurous types, you should remember to sell off old weapons and armor after you replace them with newer, better items. You'll make good money for your used equipment, which you can spend on worthwhile things. I highly recommend this course of action."





STAR HILL

The strange land of Star Hill holds a Star Piece and a host of unfulfilled wishes. Travelers must find the secret of the Star Doors if they are to visit all three levels of this land.



STAR LIGHT, STAR BRIGHT

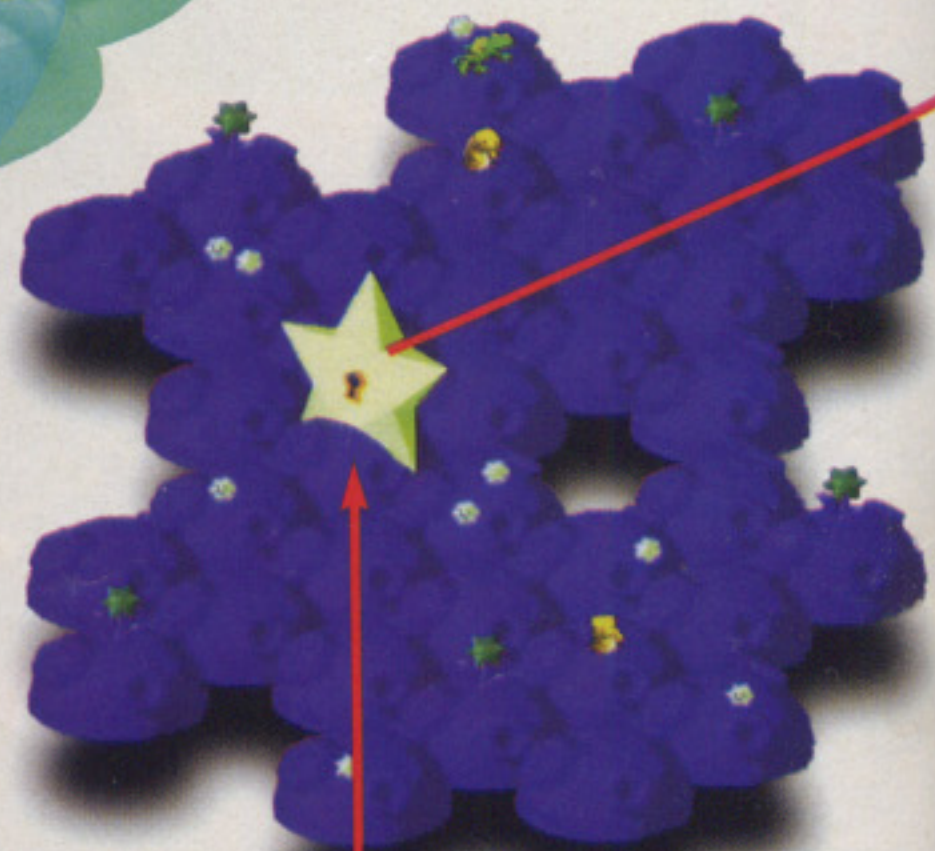
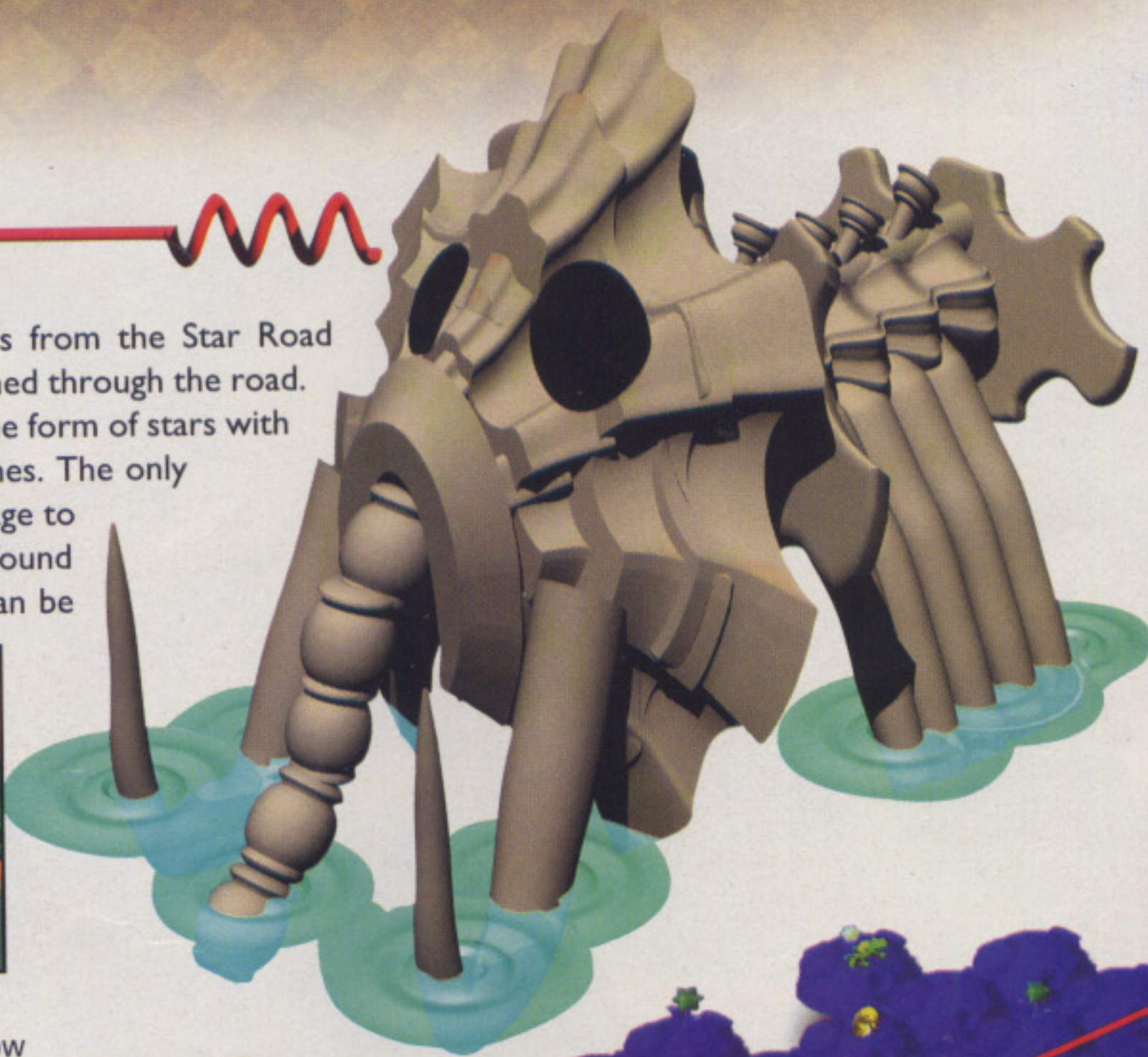
According to Geno, the unfulfilled wishes from the Star Road landed here on Star Hill when Smithy crashed through the road.

These wishes can be found now lying about the ground in the form of stars with faces. If you talk to these stars, they will tell you their wishes. The only way for these wishes to come true, however, is if you manage to gather all seven Star Pieces. The fourth Star Piece will be found here on Star Hill, beyond the third door. Walking about can be difficult due to the craters and hills. You might also fight some of the local creatures, although they don't put up much resistance.



GENO: This is Star Hill. Wishes, which were transformed at the Star Road, fall from here.

If you've gone through Marrymore and don't know what to do next, go visit Frogfucious. The wise amphibian will send you off to Star Hill. Geno will tell you about its history.



OPENING THE STAR DOORS

Each area on Star Hill contains a door leading to the next area, but when you first arrive in an area, the door is locked fast. The only way to unlock the door is to activate each of the Star Flowers in the area. To switch the Star Flower, step up to it and push the A Button. Suddenly, it blossoms with light and begins spinning. The Star Flowers are scattered throughout each area, so you must explore each level of Star Hill thoroughly to be sure you've hit each flower. Once each flower has been activated, return to the Star Door. It will stand wide open, inviting you to proceed to the next area of Star Hill.



WORLD MAP



WORLD MAP



MUKUMUKU

The Mukumuku may look like an ordinary gopher when it pops out of a Star Hill crater, but this varmint can give you more than the nuts, bombs and other items that it hurls at you in battle. If you use Yoshi's Cookie on the Muku, Yoshi converts the enemy into a Muku Cookie. Now, you can use the Muku Cookie during a fight. Once selected, the Muku Cookie calls the gopher to your defense. It pops up and heals your party.

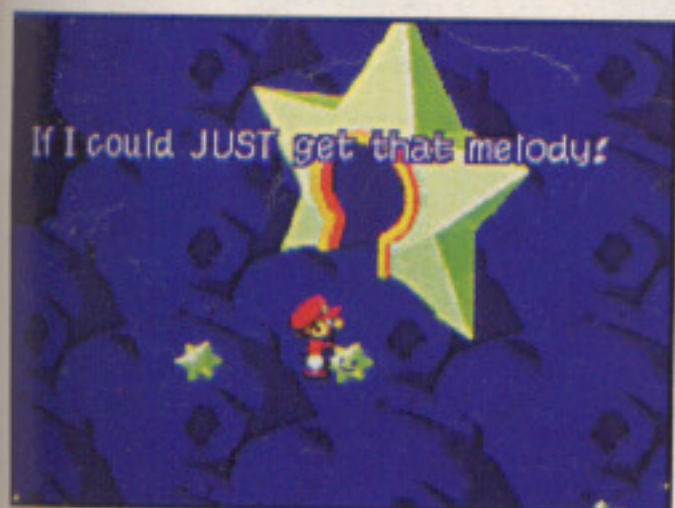


STAR PIECE #4

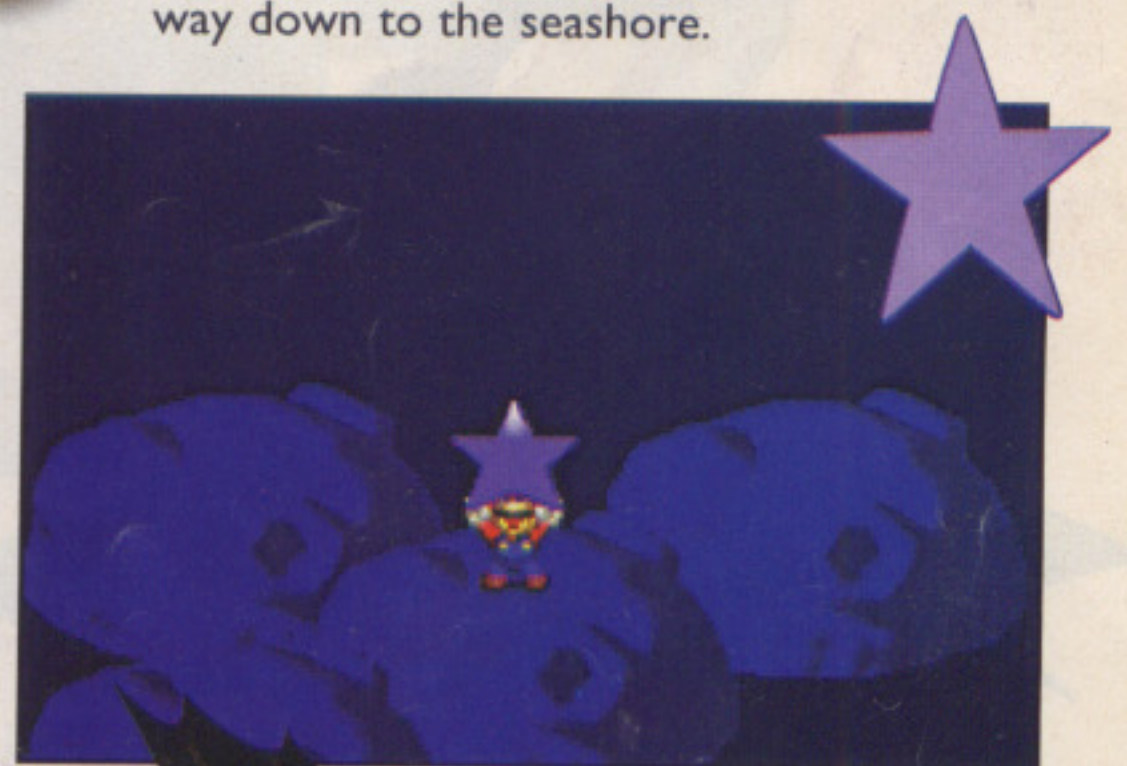
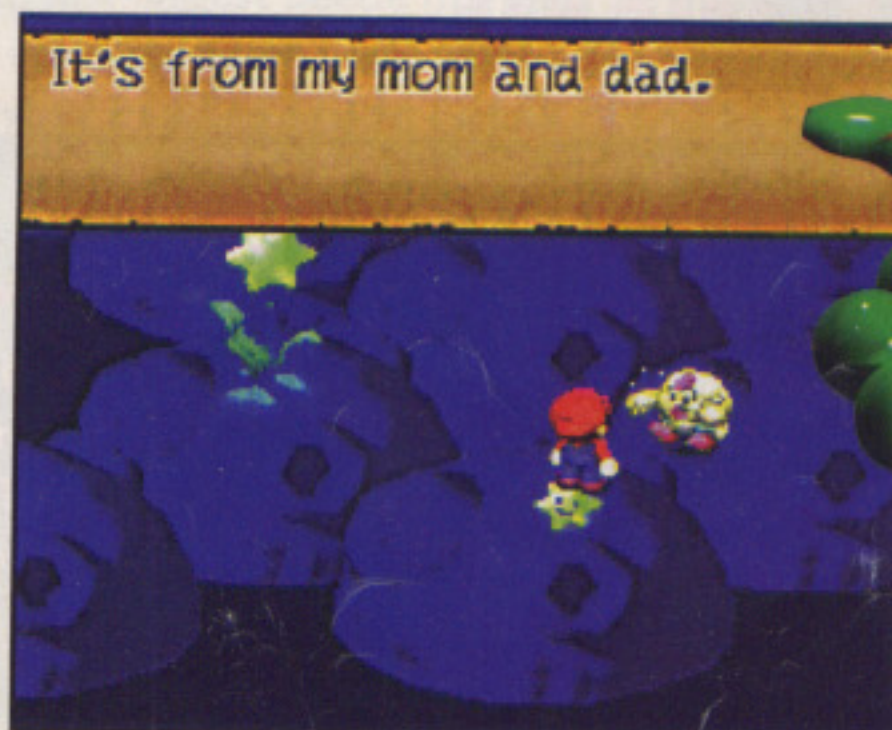
In the third area of Star Hill, you'll find the fourth Star Piece. This is the easiest Star Piece to collect in the game. Sort of a present after all of your trouble in Booster's Tower and Marrymore. With the Star Piece in hand, it's time to make your way down to the seashore.

STAR MESSAGES

Many of the wishes you hear from the stars with faces can be traced to characters in the game. Some wishes may stir one of your party members to make a speech, particularly Mallow, who discovers that his long lost parents are looking for him. The wishes hint at events still to come in the game and characters whom you will meet. Don't pass by any of the Wish Stars without listening to its wish.



Visit all of the wish stars and listen to their wishes. You'll learn about people and events that may come to pass. Some of the information is useful, but not all of it.





SEASIDE TOWN

Most visitors find the Seaside Town a charming place to stay before going off to explore the wreck of the Sunken Ship. Tourists may visit the many specialty shops or learn the local lore.



TALK OF THE TOWN

As you wander about the seemingly quiet village, you may hear disturbing rumors about a piece of the sky that plunged into the sea. You'll also hear the tale of the pirate ship that sunk off the shore and of the notorious Jonathan Jones. As always, visitors will get the most out of their stay if they talk to everyone in town, even if some of the folks seem a little bit odd. Putting all of their stories together, you'll probably decide to explore the underwater realm to find the sunken treasure. You'll be able to exit the town and head to the Sea Cave entrance just to the southwest. But before you go diving into a new adventure, there's someone else you should see in town. In addition to all of this talk about strange goings on in the sea, you'll also discover that a student of Frogfucius lives in town. You can visit this wise frog and exchange Frog Coins for special items such as the Coin Trick, which doubles the number of coins you win in battle.



WORLD MAP



FROGFUCIUS' STUDENT

This worthy student of the great Frogfucius has wandered far and gathered many special items. Here, far from his tadpole beginnings, the amphibian scholar sells his wares on the second floor of the elder's house. He can sell you Earlier Times for starting a battle over, Experience Booster, which doubles your Experience when equipped, the coin-doubling Coin Trick, and the Scrooge Ring, which cuts in half the amount of Flower Points needed for Special abilities.

IMPOSTERS



Upon returning to the Seaside Town after defeating King Calamari and Jonathan Jones, you'll find that things have changed for the worse. Although the people wandering about town may look like the regular townsfolk, they are actually Smithy's henchmen in disguise. The elder turns out to be Yaridovich, a cruel and unusual lieutenant who will torture an old man until you hand over the Star Piece that you won from Jonathan Jones. You'll also have to fight Yaridovich after handing over the Star Piece, so stock up on Mushrooms and Syrup before chasing him to the seashore northwest of town. When you do go after the fleeing Yaridovich, you'll catch up to him on the beach and fight until Jonathan Jones appears and lends a fin. After you defeat Yaridovich, return to the Seaside Town and free the people from the once-locked building. Once again, Mario and crew will be hailed as heroes.



YARIDOVICH

This cunning master of disguise will taunt you and torture an old man with a tickling feather until you hand over your hard-won Star Piece. Before chasing after him, resupply yourself with Mid Mushrooms and Maple Syrup. You'll be glad you did. During the battle with Yaridovich, you'll encounter the puzzling Mirage attack, the effect of which is to make a second Yaridovich appear and attack you. Go in swinging with Mario, Toadstool and Mallow. Mallow's Thunderbolt attack cripples Yaridovich, and Toadstool's Group Hug keeps your party on its toes. With victory comes the return of the Star Piece and the key that opens the building in town.



BEETLE-MANIA



Beetles Are Us, home to the biggest beetle market in the known world, can be found here in the Seaside Town. You can pay for all of your beetling needs, including a 100 coin initiation fee and a 50 coin Beetle Box. Once you have the box, head off to Booster Hill and try to catch male and golden beetles, then return to the shop and sell your insectile treasure for hard cash. You can do this as often as you want, but unless you're a skilled beetle catcher, it may not pay big dividends.



MUSHROOM SHOP



The Mushroom Shop in Seaside Town exchanges items for special Mushrooms. The only way for the shopkeeper to tell if a Mushroom is special is if he tastes it. After the taste test, he tells you if it is special and gives you an item if it is rare. Only the Mushrooms found in the Forest Maze may be special varieties, such as the Rippin Mushroom or the Berry Mushroom. Collect as many of these toadstools as possible, then return to the shop for identification. For unusual items such as Rock Candy, the Mushroom Shop is a great source.





BY THE SEA

Although this area is called "Sea" by the locals, it is really a series of watery caves that lead to the sunken pirate ship. Visit the Shaman's Shop for weapons and supplies.

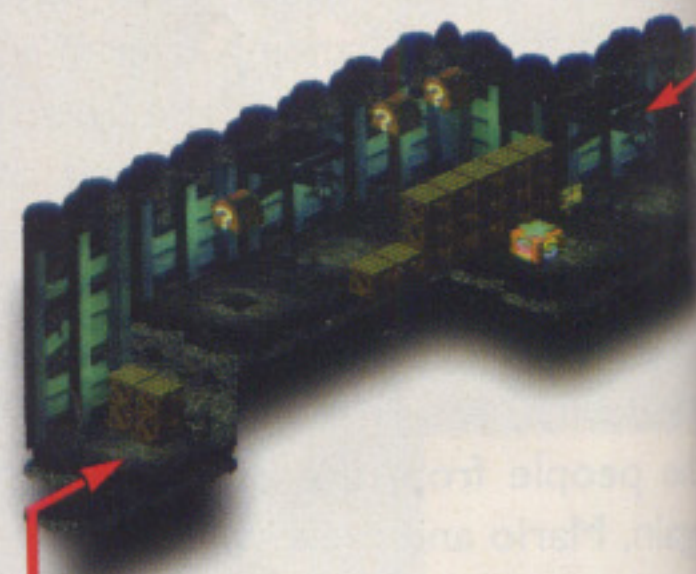
ZEOSTAR



The Sea Caves are filled with starfish called Zeostars that will attack if you step on them.

Their regular attacks won't damage you much, but their Special

Attacks, such as Viro Plasm can take a toll. Zeostar's poison keeps on hitting a character every turn, whether the character has been attacked or not. Give these creatures a wide berth or use Mallow's Thunderbolt.



SHAMAN MART



The Shaman's Shop contains something for everybody. The items you'll find here, whether they are weapons, armor or supplies, will be useful in the Sunken Ship area just ahead. The Sailor suits will protect your party from sharks, squid and the other denizens of the deep. The weapons include Hurly Gloves for Bowser, a Super Hammer for Mario, a Hand Gun for Geno and Whomp Gloves for Mallow. Stock up on Pick Me Ups and Mid Mushrooms before heading underwater.



TO SUNKEN SHIP

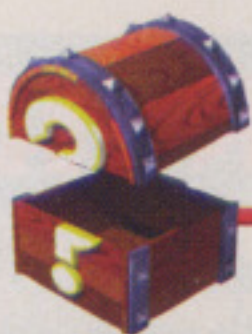
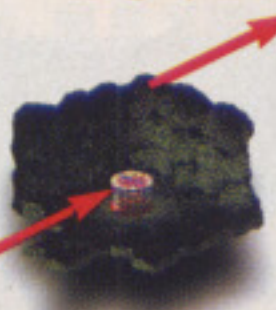


SAILOR SUITS



INSANE PRICES!

WORLD MAP

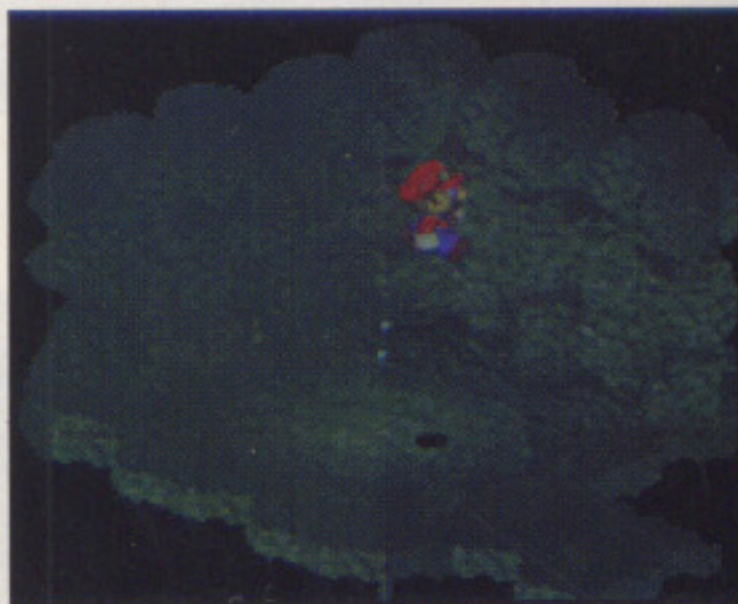


THE BEST 'SHROOM IN THE SEA

As everyone knows, mushrooms thrive in dark, damp conditions. So what could be darker and damper than a cave in the sea? That's where you'll find the Max Mushroom hidden away. Dive down the whirlpool and walk along the bottom to the upper left underwater doorway. Follow the rising air bubbles to the surface and hit the Treasure Box in the room. Since the Max Mushroom is a valuable item, don't use it unless absolutely necessary.



Take a deep breath and dive down into the whirlpool in the sea cave. Follow the wall back until you reach a door. In the next pool, swim to the surface and get the Max Mushroom.



BLOOPER



Bloobers have plagued Mario for over ten years, since he first encountered them in the water stages of Super Mario Bros. Now, they're all grown up and more damaging than ever. Bloofer's Ink Blast attack is the worst this squid has to offer. You can clean up on Experience Points, though. You'll often find Bloobers keeping company with Zeostars. So if you step on a star, you'll probably find a Bloofer, as well. Bloobers can give you the Lucky bonus if you use a Yoshi's Cookie, which gives you a chance to play the Yoshi Shell game after you win. Defeating Bloobers is a matter of using strong Regular Attacks or Fire or Thunderbolt to deplete their 130 HP.



JOURNEY DOWN UNDER

The only way to reach the Sunken Ship at first is by diving deep to the bottom using the whirlpools in the sea. You'll find Bloobers bobbing in the tide, offering you a chance to build up your experience before committing your party to the difficult battles ahead. Once Mario dives into the drink, walk along the bottom, avoiding the rising currents indicated by air bubbles, until he reaches the wreck of the Sunken Ship. Hop onto the sails, then up to the crow's nest.

The crow's nest acts like a pipe that leads down into the hold of the Sunken Ship. Press Down on your Control Pad to enter the ship and begin solving the riddles placed there by Jonathan Jones.





SUNKEN SHIP

Dive into the realm of King Calamari and Jonathan Jones, a squid and a shark who challenge visitors with their cunning puzzles and dangerous traps.



DIARY OF THE DEEP

When Mario and his friends enter the Sunken Ship, they come upon the pages of a diary, written at the time of the ill-fated ship's terrible encounter with a giant squid. The ship went down with all hands and its treasure still on board. But the crew moved quickly to protect the treasure. They locked it away in the hold with a secret password, leaving six clues in six rooms for future explorers to puzzle. The six clues were written by several sailors, making them particularly difficult to decipher. These days, the hold is filled with ghosts and other ghoulish creatures

We're done for...A giant squid just got a hold of us. This ship's going down fast...



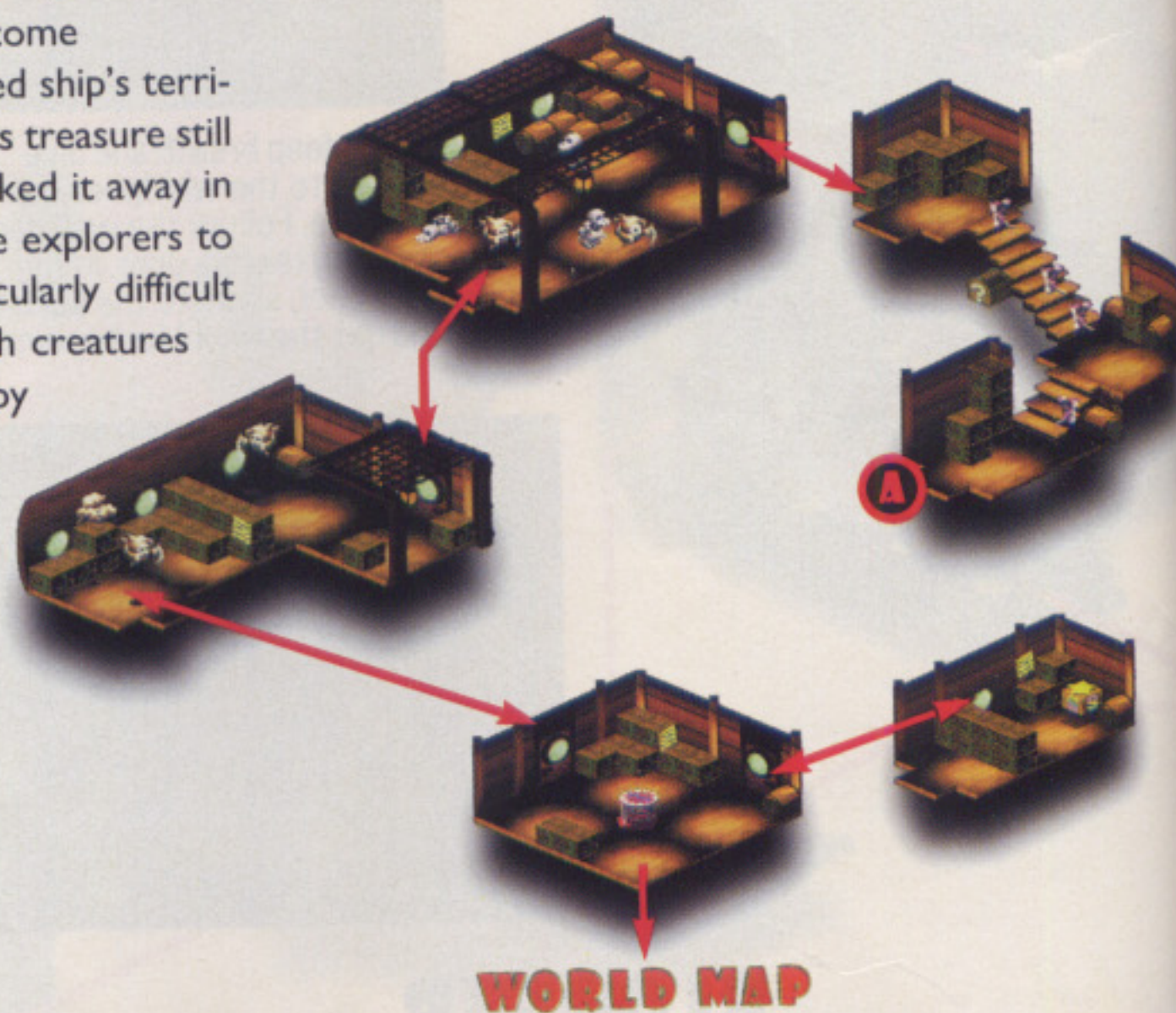
that don't take kindly to snoopy strangers. As you search through the dark ship for clues, try to avoid confrontations. Geno's Geno Beam Special Attack works well against these undead enemies as does Pure Water. Mice and other living foes can be dealt with using conventional attacks.



SIX LETTERS

Famous sailors left the clues to the six letters that make up the password. In each of six rooms, you must solve a puzzle before you receive one of the clues. Finally, once you've put all six clues together, you must spell out the password by choosing the correct letters. In the first room, jump to force the Koopa Paratroopa to knock the ball onto the switch. In the second room, hit the blocks to line up the springboards so that the bouncing ball will hit the switch. The third room contains a 3-D maze. Enter the block passage and work your way through the maze, jumping often to climb the unseen steps. In the fourth room, you must chase after the coins and collect them before they disappear. You'll have to be fast for this one. In the fifth room, hit the block and cannonballs. In the final room, roll the dark barrel onto one switch then step on the second switch.

Even if you don't get through all 6 of the obstacles, you can try to "deduce" your way through.



PARATROOPA BUMP



COIN CHASE



TRIPLE SPRINGBOARDS



CANNONBALLS



3-D MAZE



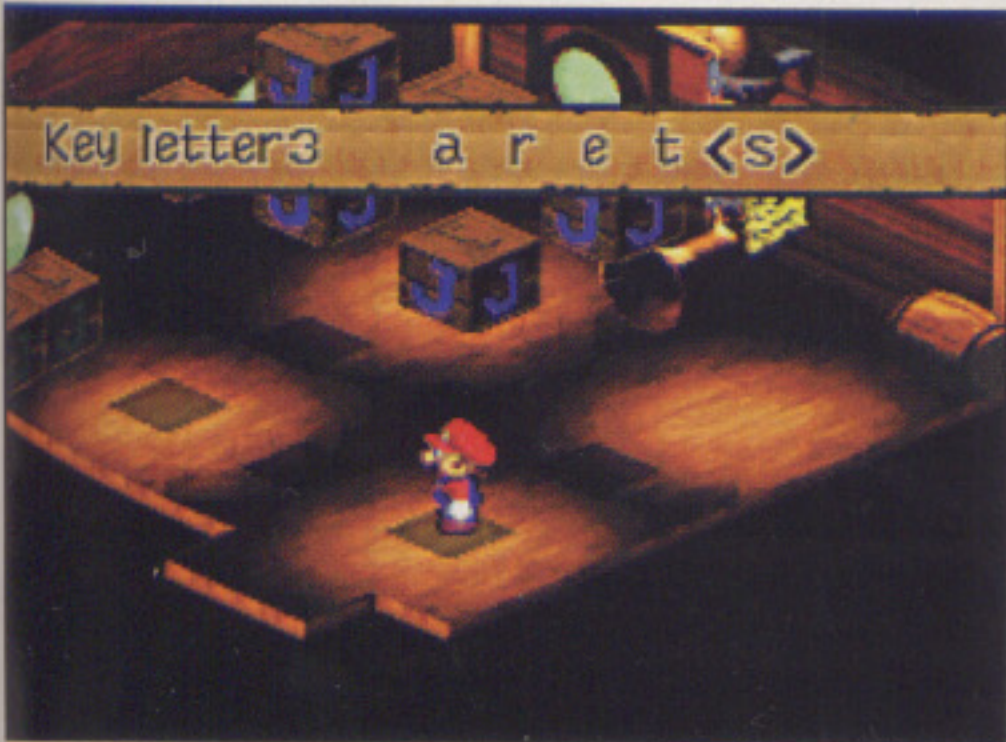
BARREL PUSH



HINT

SPELLING SALTS

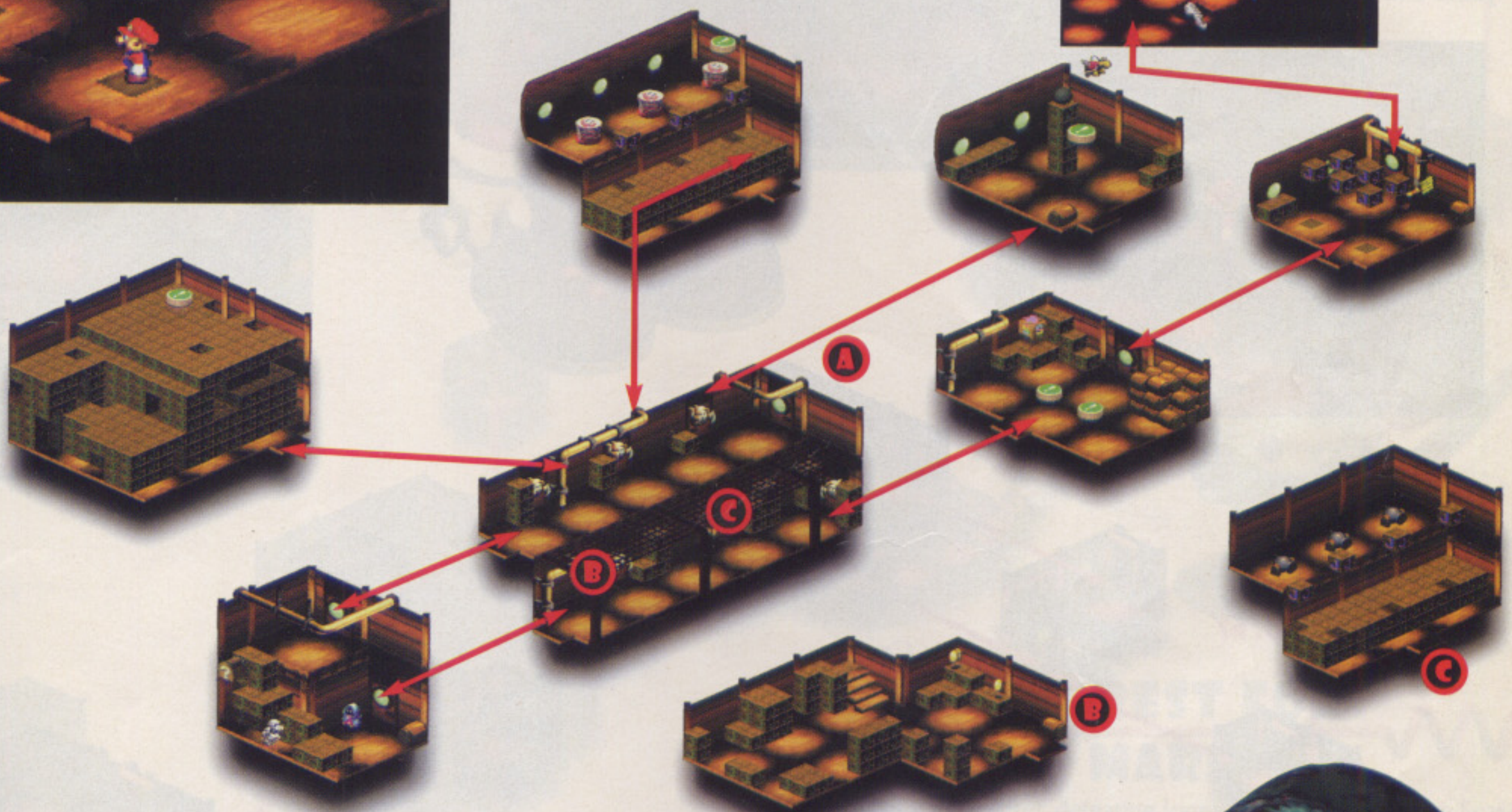
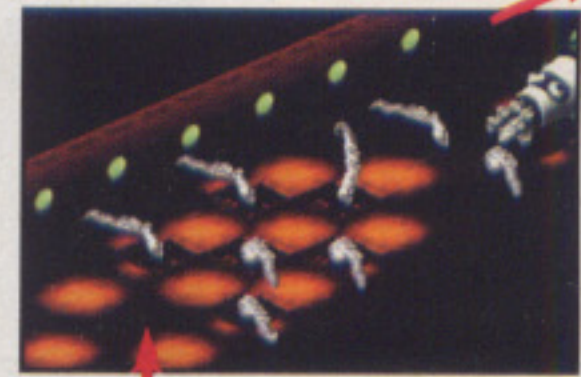
The six clues to the password can now be put to good use. Each spelling block has five letters, which can be selected by having Mario bump them with his head. Begin with the block at the upper left corner and go down the line for the first three letters. The second three letters begin with the lower right block and continue to the upper right block. The six clues are as follows: There is an "s" in the word. It is found on the bed of the ocean. It has two vowels. It has four consonants. Two consonants are side-by-side. The R comes before the L. If you put it all together, you get PEARLS. Spell the password, then speak into the tube to open the door.



PASSWORD KEY

1ST : M C O T P
2ND : O T E S Y
3RD : A R E T S
4TH : A T R S C
5TH : T E R L O
6TH : S T E K R

TO **A** PG. 68



KING CALAMARI

The Sunken Ship serves up many surprises, but the biggest comes in the form of a giant squid named King Calamari. Prepare to face 800 HP of tentacled terror. Each tentacle takes 200 HP or more to destroy. The best party includes Mario, Toadstool and Geno. Mario's Super Flame scores the most damage against the cephalopod and Toadstool keeps everybody healthy. Before reaching Calamari, though, you'll do battle with two sets of three tentacles. Also try the Geno Beam to cook this fish.





MARIO CLONE

In this room, you'll find a clone of Mario who moves whenever you move. Although he copies your movements, the clone Mario begins in a different location, so his movements are not a perfect mirror of your movements. Carefully position the clone near the center of the room and jump on his head. If you jump up in the right spot, you'll find a hidden Treasure Box containing Kerokero Cola, which recovers HP for all party members. You'll need this for the fight ahead against Jonathan Jones and his sharks.

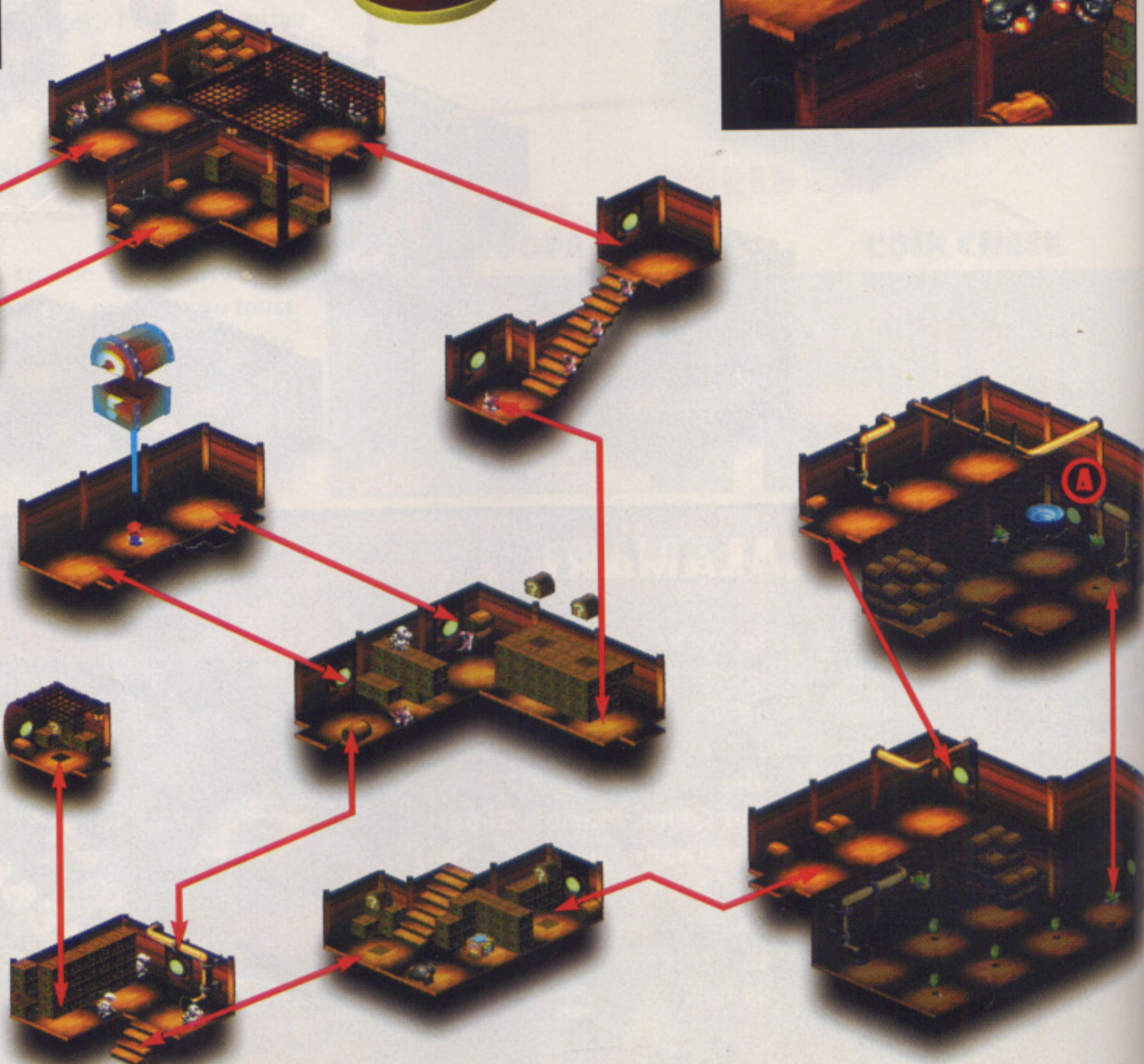
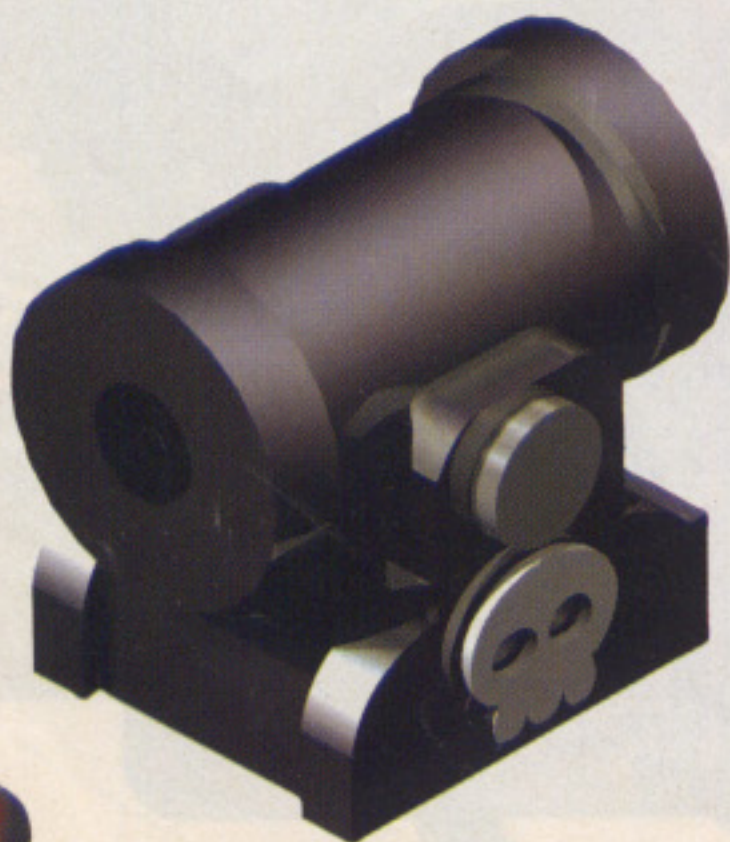


OTHER TOUGHIES

Other tough rooms in the Sunken Ship include the two-level room with Bullet Bills and the room farther along where you'll find Hidon hiding in a Treasure Box. To eliminate the threat from the flying Bullet Bills, jump up and hit them from below. Once hit, a Bullet Bill won't return. If you decide to attack Hidon later on, use Mario's Super Jump. You'll win 100 coins and the Safety Badge for your effort, but it won't be easy and you have more important battles ahead, so you might think twice about leaping into this fight. You can always go back later to pick up the goodies. The Safety Badge prevents Mute and Poison attacks.



FROM PG. 67



JONATHAN JONES

Jonathan Jones is the leader of the sharks who live in the Sunken Ship. He collected a Star Piece when it plummeted into the sea and now he challenges Mario and his friends to a duel. At first, Jones wears a blue bandana and fights all three of your heroes. You'll begin by facing blue Jonathan and a number of his henchsharks with their sharp tridents. After defeating the sharks, Jonathan changes color and challenges Mario to a one-on-one fight. Your supply of Mid Mushrooms and Maple Syrup will keep Mario in the fight as he uses Super Flame. It will take 820 HP altogether to defeat blue and red Jonathan. Red Jonathan appears with about 400 HP left. If you win, you'll receive the fifth Star Piece, not to mention the friendship of Jonathan Jones.



WORLD MAP



NO REST FOR MARIO

After defeating Jones, you'll return to the Seaside Town and face Yaridovich. Unfortunately, you'll have to give up your hard-won Star Piece, at least for a short time, in order to save an old man who is being tortured by Yaridovich's thugs. After saving the town, you'll hear about Monstro Village for the first time. It is a place where reformed monsters have created a home of their own.

WHO'S WHO JONATHAN JONES

The notorious Jonathan Jones doesn't make friends easily. The fact is, you have to kick his tail before he will respect you. But once you show him how tough you can be, he'll be a friend for life. You can count on Jonathan to lend a hand if you find yourself in a desperate fight anywhere near the seashore.

At the far side of "Land's End" is a town made up of reformed monsters.



LAND'S END

4 GRATE GUY'S CASINO



Remember Grate Guy, one of Booster's buddies? He's moved into the entertainment business, opening one of the swankiest joints around. Oh, and did you remember to bring your member's card? A casino this exclusive won't accept just anybody, you know.

2 MONSTRO TOWN

Former baddies trying to mend their ways call this remote mountain town home. Fortunately for you, their old underworld connections continue to pass along the latest rumors.



TO NIMBUS LAND



TO SEASIDE TOWN



LAND'S END

3 BEAN VALLEY

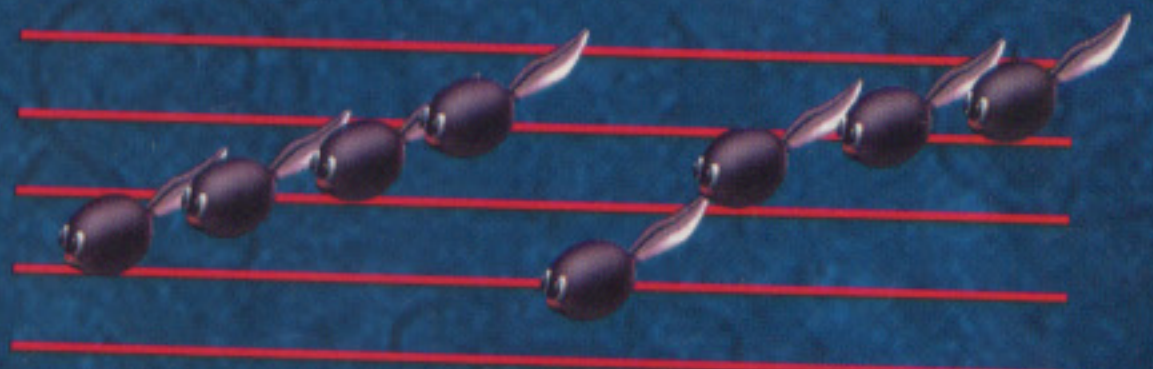
Mario decides to get back to nature, but the flora and fauna of Bean Valley would rather he didn't. Prepare for the pests by bringing lots of bug spray. In the north 40 a Shy Away is raising a most peculiar crop of carnivores. Weed out these Piranha Plants and you'll find that their roots are guarding buried treasure!



THE WISDOM OF FROGFUCIUS



"Toadofsky's still looking for help, and it's up to you to provide it! When I was a wee tadpole, we had real music. None of this Boyz II Pumpkins nonsense. Take the song of the Monstro Town star. Beautiful, beautiful. The little guy sitting on the shelf at Monstermama's will play it for you. No, he won't write it down. What's that you say? Tone deaf, eh? If you had practiced that piano, like I said —All right, all right. Here it is: LA TI DO RE SO DO RE MI. Now leave me alone while I listen to "How Much is That Doggie in the Window?" Unless you have a jar of yummy Cricket Jam, that is. Oh, I'll pay a pretty penny for that lip-smacking pleasure, I will!"



1 LAND'S END



Steep mountain passes and swirling sand whirlpools threaten Mario and his fellow adventurers, but the promise of stupendous riches lures them on. If you're lucky you'll find a fabled lost temple, guarded by a four-eyed beast with the ability to foretell the future.



LAND'S END

Pack a canteen, a compass and plenty of Hit Points before entering this beautiful but barren landscape. The desiccated denizens love to sandbag unsuspecting travelers!



CANNONBALL FUN

The ancient ones who inhabited this harsh land never figured out how to use the wheel, so to get around they invented the pot cannon and the anti-gravity bridge. The syncopating cannons haven't missed a beat in eons. Hop inside one and press the B Button to fire yourself into the air. Press the Y Button at the same time and you'll go even farther. If you fall short of your target, just climb back in and try again. With a bit of practice, you'll be scaling sheer rock walls with the ease of a bird on the wing. Getting into the pot cannons in the section patrolled by orange Geckits is tough. If your timing is a little off, you'll be knocked dizzy. Make things easier for yourself by using the far left cannon to get back onto higher ground, then skip over the rock outcroppings.



WORLD MAP



DESERT DESSERTS

On your way out of the second stage of Land's End, you may notice a shadow of a Treasure Box falling across your path. It's way too high for even a world-class jumper. Don't despair: Mario can get a boost. Stand between the cannon and the plateau and jump to activate a hidden platform. Crawl back into the cannon and it will fire you onto the platform. Once you've landed, the platform will do a magic carpet routine, whisking you up to the Treasure Box, which contains a Frog Coin. You can also find an invisible Treasure Box in the very first section of Land's End. Stand on the far corner of the moving platform and jump when it reaches its highest point.

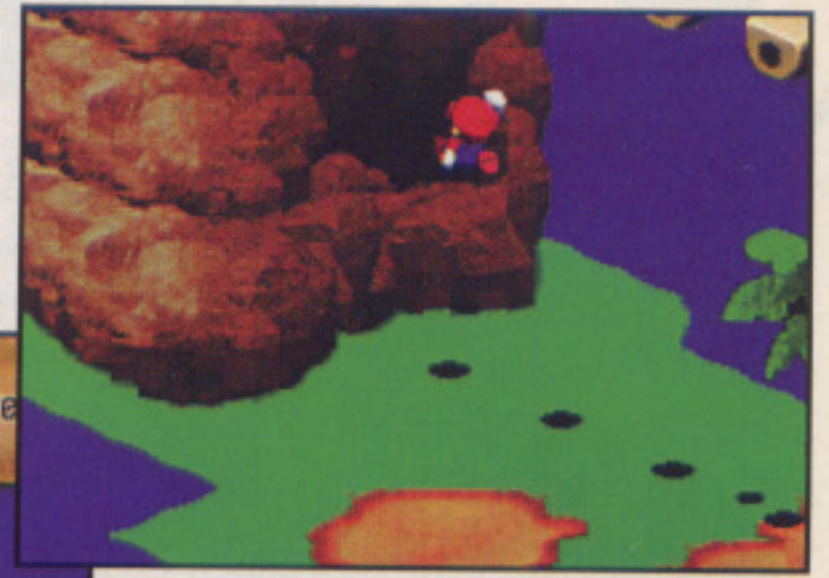




FOR WHOM THE BRIDGE TOLLS

Strange creatures from a distant land, the tollkeepers of the gravity-defying Sky Bridge protect themselves from the intense sun by always wearing hoods. As a result, no one has ever seen their faces. Despite their inscrutable appearance, they're quite affable, always willing to provide you with advice. The price for passage is five coins, but you'll get that back if you cross via the Normal Route. The bricks will fall in the Special Route, but if you succeed in crossing, you'll earn eight coins. The tough Expert Route promises the biggest payoff: one lovely Frog Coin. A pot cannon on the opposite side will make life tough by firing Bullet Bills at you. Build up your bridge-crossing skills. Take the Normal Route until you can cross successfully, then try Special before moving on to Expert.

Welcome to the "Sky Bridge"! It's a big tourist attraction here Yaaaahoo!



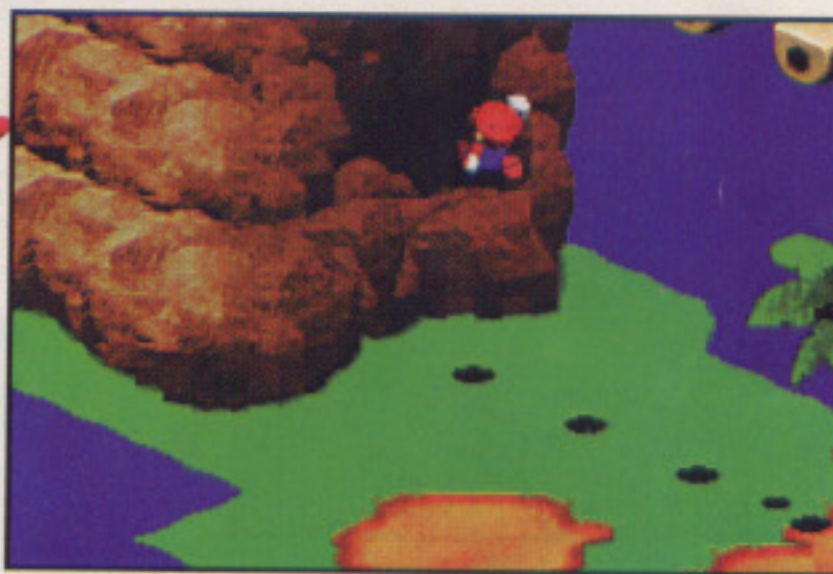
TO DESERT
PG. 74

TO KERO SEWERS

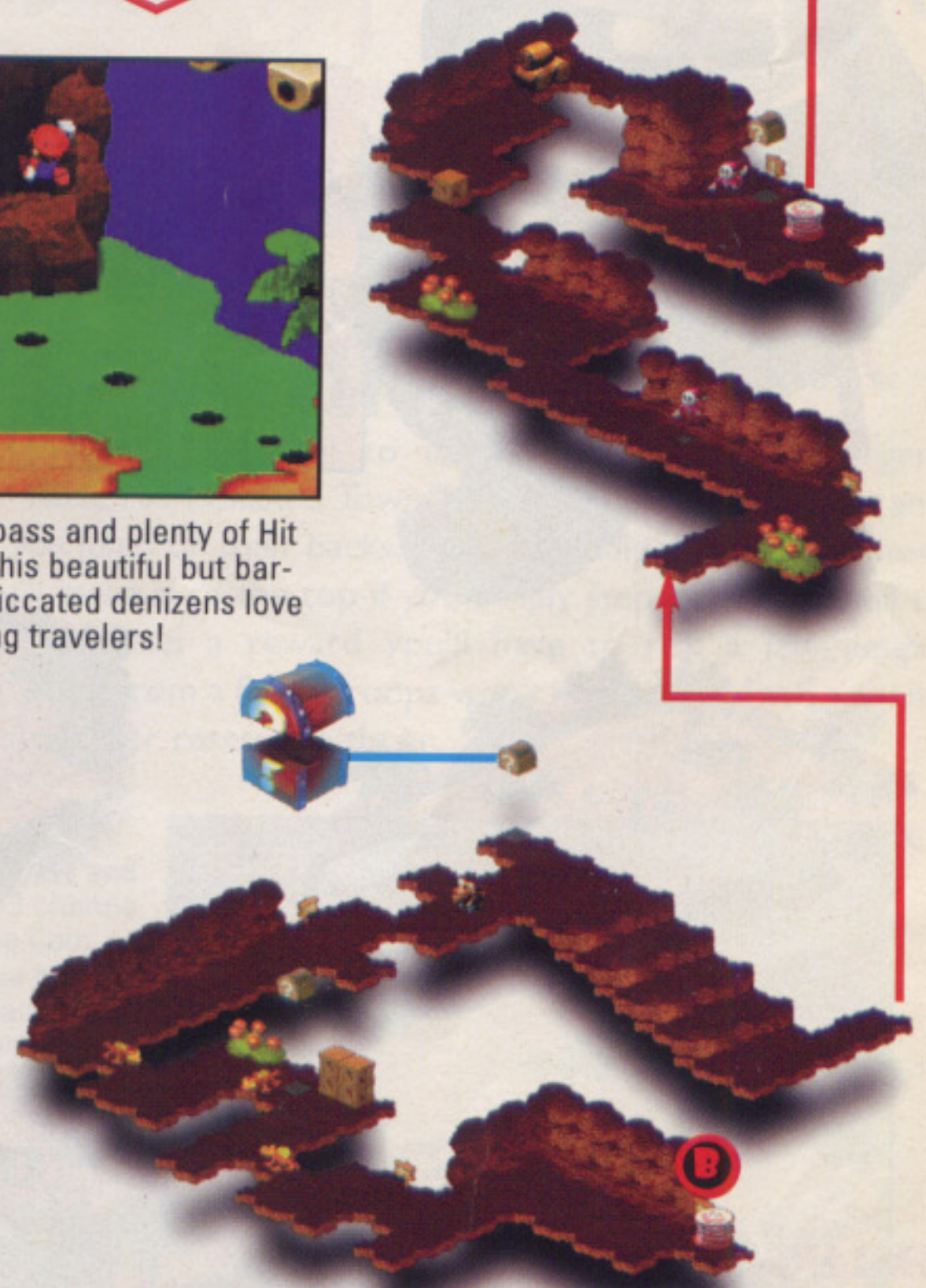
HINT

THE CAVERN CLUB

The dancing cloud that's staying just out of reach throughout Land's End halts at the entrance to this dark cave beneath the Sky Bridge, almost as if it's daring you to jump into the unknown. Well, are you a Mario or a mouse? All sorts of exotic creatures live in the center of the earth, including a Chow that's guarding a Frog Coin and a bug-eyed Ribbite. Egad! When you come across a stack of barrels—doubtless containing refreshments for these denizens of the dark—you'll have to push one out of your way to get through. It provides a convenient step should you want to return to Land's End. However, just around the corner is a trampoline that will catapult you up through a pipe in the Kero Sewers! Just to your left is that Treasure Box you couldn't reach your first time through. The Treasure Box contains a jar of Cricket Jam, a succulent treat for Frogfucius. After draining the sewers and slip-sliding down the Midas River again, rush on over to Frogfucius' study in Tadpole Pond. He'll reward you well for your gift and give you a valuable clue too!



Pack a canteen, a compass and plenty of Hit Points before entering this beautiful but barren landscape. The desiccated denizens love to sandbag unsuspecting travelers!





LAND'S END DESERT



After crossing the Sky Bridge, you'll tumble into a trackless desert. Before venturing out, get some helpful information from the mouse by the trampoline. The oases on the desert's fringes support a few Stingers, Fink Flowers and Octovaders. Equip the Trueform Pin to protect yourself against their spellbinding attacks. In the heart of the desert, sandy paths shimmering in the sun seem to promise a way out, but they lead to dead ends. In this inhospitable environment, only the rare Shogun can survive. Members of a small, tight-knit clan of sand ants, Shoguns don't cotton to outsiders and will fight fiercely to protect their parched turf. They're so averse to intruders, in fact, that they'll give up ten coins each time you jump on one. However, these armored ants are the only creatures who've charted the sand whirlpools. These fantastic geologic phenomena will suck you in and hurl you out in another part of the desert. They offer the only route back to civilization. Put on your goggles, hold your nose and stride in!



You may think you've escaped the desert when you reach this sheer cliff, but how are you going to climb it?



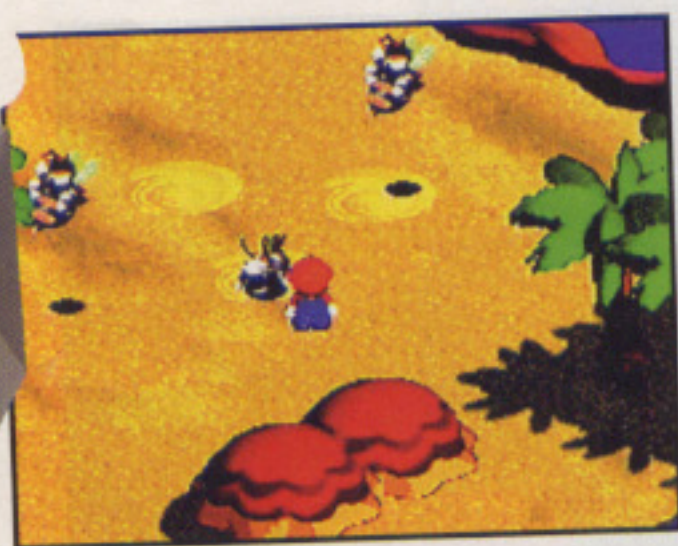
WORLD MAP



SHOGUN



Novice explorers often have a tough time keeping up with these whirling dervishes, especially in the areas with the fast-moving whirlpools. If you can push a Shogun's whirlpool into a corner, though, the dusty devil won't disappear quite as quickly. As soon as a Shogun vanishes, step in after it. If you jump, you may miss the whirlpool or fall into the wrong one and go back one screen.



FROM LAND'S END
PG. 73

STAR POWER

If you have the Experience Booster Ring, equip it now! The first Treasure Box in your path contains an Invincibility Star. Once you've activated it, nail that Y Button and wipe out every enemy in sight. Your invincibility will probably expire before you reach the room filled with Geckits. Don't despair, just check your cash situation. If you have at least 400, hop over the stack of crates on the left. An unseen stranger will offer to sell you a star for 400 coins. If you turn down the offer, you won't get it again. If you fork over the dough, poof! A Treasure Box will magically materialize. Inside is another Invincibility Star. You can work this deal again after saving your game in Monstro Town. Not quite a Star Piece, but hey, pretty good, right? Now go get those Geckits!

You're looking for a star?
I'll sell one for 400 coins.
Are you interested?



WHO'S WHO

SERGEANT FLUTTER

Ten-hut! Some first-timers take a glance at Sergeant Flutter with his goggles and old-time leather cap and conclude that he's a relic of a bygone era. However, experienced aviators admire the discipline with which he commands his squad of eight Sky Troopas. You won't meet this colorful character until you make it through Belome's Temple to Monstro Town, where he's paying a social call on Monsternama. Beneath his gruff exterior beats a heart of 24-karat gold. Sergeant Flutter will give you a pep talk if you stumble and fall. Do very well and he'll richly reward you. Bravo, Mario!

COME FLY WITH ME



When you return to the cliff after meeting Sergeant Flutter in Monstro Town, his Sky Troopas will fan out and hover until you jump on their backs. Then they'll fly slowly to the next Troopa. You'll make it to the top if you simply step from one shell to another, but to reap a reward you'll have to risk a few jumps. Fortunately, falling from a flying Troopa won't hurt Mario. Each time he falls, Sergeant Flutter resets the timer.

Make it up the cliff in less than 14 seconds and you have a 1-in-3 chance of snaring a Frog Coin. The first time you beat 12 seconds, Sergeant Flutter will pin a Skytroopa Pin to your chest. Beat 11.49 seconds and you're assured of winning a Frog Coin. If you're quicker than 11 seconds, you'll win five Frog Coins.

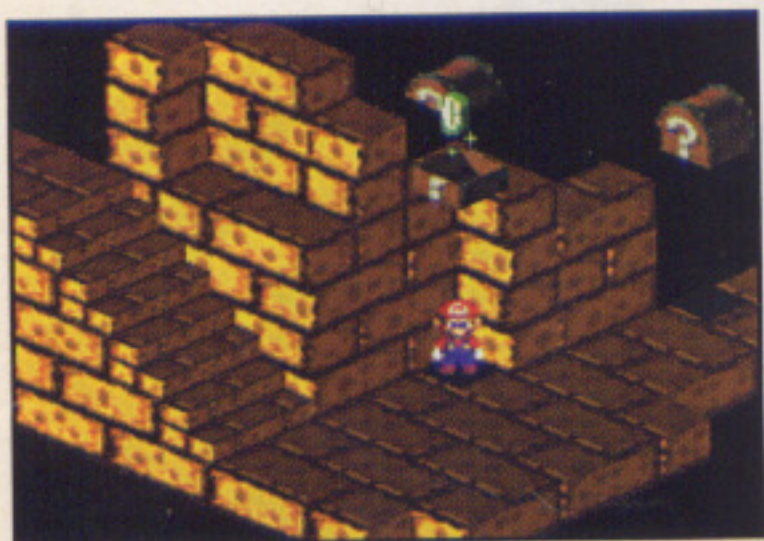
SERGEANT FLUTTER:
Mission accomplished!
Elapsed time is 00'22"20.





BELOME'S TEMPLE

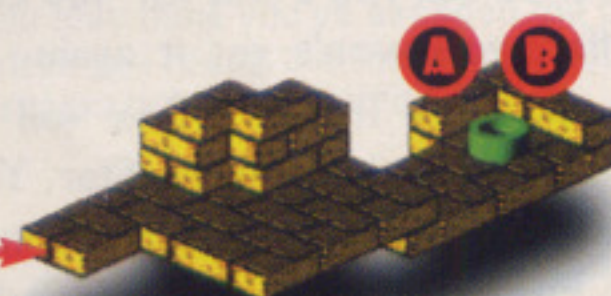
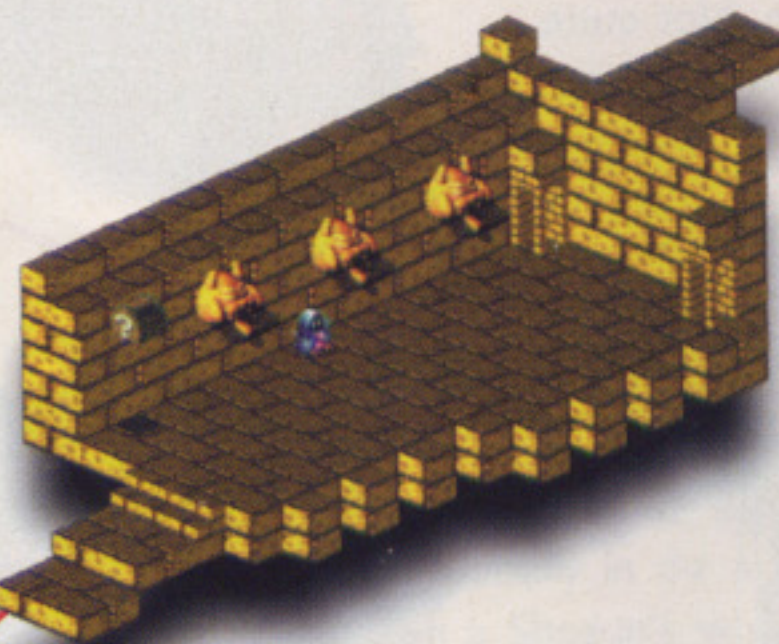
Eons of drifting sand have covered this once-great temple, but legends of its splendors have lived on in the hearts of men. Many a bold explorer has been lost forever trying to find the secret entrance. Now, Mario has succeeded where the others have failed!



After collecting your fortune, grab this hidden Frog Coin. Another Treasure Box is hidden above the Treasure Box on the left.



TO LAND'S END



UNSCROLL THE FUTURE

You've reached a dead end, unless you decide to pay the shrouded Shaman 50 coins to determine your fortune. Stand under the gargoyes' tongues and leap. The order in which you do this will determine your fortune. If you don't like to be surprised, consult the crystal-ball chart on the right. After you flip the gargoyle switches, a pedestal and scroll bearing your fortune will miraculously appear. Read the scroll, then drop down the pipe in the next room. Depending on your fortune, sometimes you'll find a Treasure Box and sometimes you'll find enemies. The gate will then open, admitting to

you a room with four Treasure Boxes, two of which are hidden. Jump from the top of the wall onto the visible box on the left, then jump straight up to uncloak a Treasure Box with one Frog Coin. Another Treasure Box is hidden in the middle of the room. Proceed to the next room, where the Shaman will instruct you to flip another gargoyle switch. Then it's down, down, down on Belome's elevator. Will the big boo-er agree to a duel, or will he be getting some beauty sleep?



YOUR FATE AWAITS

LEFT → CENTER → RIGHT-MAPS B & C
Odd are even that you'll get a Yoshi's cookie or a Mushroom. However, you won't be able to meet Belome.

LEFT → RIGHT → CENTER-MAPS B & D
You'll find a Yoshi's Cookie in a Treasure Box, then face Belome.

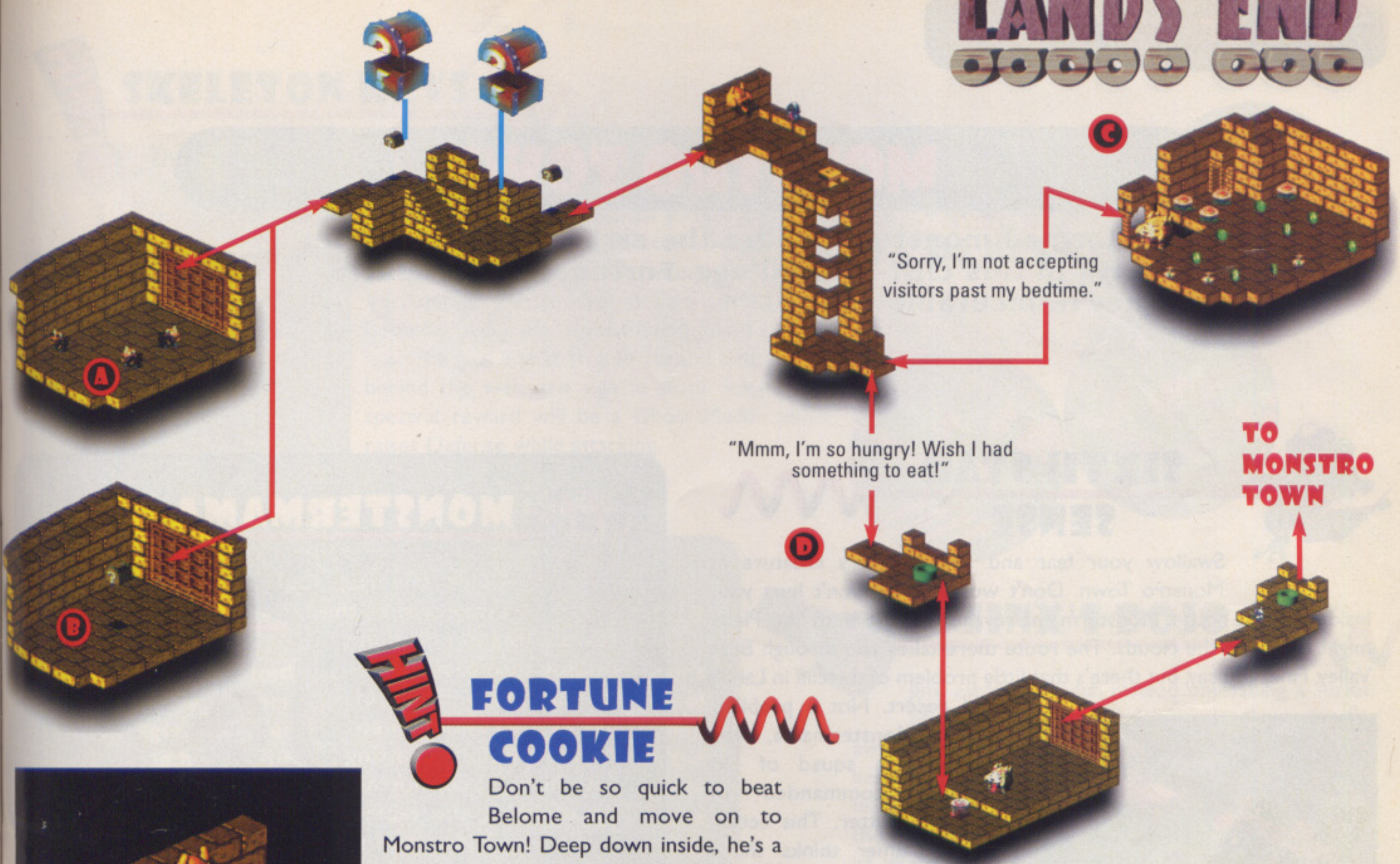
CENTER → LEFT → RIGHT-MAPS A & D
Beat three Chows, then face Belome.

CENTER → RIGHT → LEFT-MAPS A & C
You might run into three Chows or one Shy Away in the next room. You can beat them, but you won't be able to reach Belome. Instead, you'll have to come back and read your fortune again.

RIGHT → LEFT → CENTER-MAPS B & C
Two out of three times, you'll get 100 coins. The other time you'll find a Frog Coin. You won't be able to meet Belome, though.

RIGHT → CENTER → LEFT-MAPS B & D
Hop down the pipe next door and you'll find a Treasure Box filled with 100 coins. You'll then meet Belome.

LAND'S END



FORTUNE COOKIE

Don't be so quick to beat Belome and move on to Monstro Town! Deep down inside, he's a puppy dog with a huge appetite. He's willing to swap the fantastic treasures in his vault for a yummy Temple Key. To get the key, you'll first have to defeat him, then proceed to Monstro Town. Enter the room beneath the ledge with the Temple Key on it. Each time you talk to the frowning Thwomp, he'll demonstrate his earth-shaking leaping ability. You'll have to chat with him seven times to make the key drop from the ledge to the ground outside the door. Return to the temple and choose a fortune in which Belome refuses to fight. If you give him the key instead, he'll usher you right into the vault. Take your time to gather a Royal Syrup, Max Mushroom, Fire Bomb, eight (count 'em!) Frog Coins and four Flowers. Once the vault is ransacked, you won't find any more goodies. However, you can go back and have your fortune told again and again. Consult the chart on the left and you'll pretty much be able to pick and choose the goodies you find. Note that by flipping the left, right, then center switches, you'll get a Yoshi Cookie every time. And the price is a mere 50 coins!



BELOME

The four-eyed fiend from Kero Sewers is back for a rematch, and this time he has quite a trick up his slimy sleeve. He'll swallow one of Mario's party, spit them back out, and then spit out a clone! Fight Belome with Mallow and the Princess. He's particularly vulnerable to Mallow's thunder attacks, while the evil Mallow and Princess clones have the fewest Hit Points.





MONSTRO TOWN

Reformed monsters ponder the errors of their former ways in this cliff-side village. Fortunately for Mario, they're incurable gossips!



SIXTH STAR SENSE

Swallow your fear and talk to every creature in Monstro Town. Don't worry. They won't hurt you! Inside the first house, Montermama reveals that the sixth Star Piece might be above the clouds. The route there takes you through Bean Valley. Fine, you say, but there's that little problem of the cliff in Land's



End desert. Not a problem, replies Montermama, who summons a squad of Sky Troopas commanded by Sergeant Flutter. This eccentric old-timer thinks things were better when biplanes ruled the skies. His well-trained Sky Troopas will help airlift you up the cliff face.

TO BELOME'S TEMPLE

WORLD MAP

BOX TALKS

It look likes Belome brought a buddy with him when he scrambled from the Kero Sewers. Upstairs at Montermama's Pandorite will tell you how many hidden Treasure Boxes you have yet to find.



MONTERMAMA

This cheerful soul makes sure the town's residents don't relapse into their nefarious old ways. Think of her as the resident den mother. Before chatting with her, get comfortable by adjusting the table fan to "Breeze." Montermama will advise you to talk to the star upstairs. It turns out to be a Starslap that plays a third tune for Melody Bay. Also upstairs, a Rat Funk will suggest you visit an old man behind the Item Shop in Rose Town.



SUPER JUMP CONTEST

Make 30 jumps in one attack and you'll win the Jump Scarf, which adds 30 points to each of your attack and defense capabilities and forestalls instant death. The trick to getting more than 17 jumps is to press the Y Button less frequently. One hundred jumps wins you a Super Jumper.



There's no formal Inn at Monstro Town, but if you crash in the 3 Musty Fears' house, you'll wake up with your HP and FP replenished. The fearsome threesome will visit you in your sleep and tell you to search for three flags hidden throughout the world. Being ghosts, the clues they offer are pretty inscrutable. Here's the straight scoop: Dry Bones' is under the bed in Mario's Pad, Big Boo's is on the goal line at Yo'ster Isle and Greaper's is behind the welcome sign at Rose Town. Your spectral reward will be a Ghost Medal, which raises Defense while attacking.





After Smithy took over Bowser's Keep, Bowser's lieutenants scattered to the four winds. One of them, Jagger, has been putting his time on the lam to good use. Making his way to Monstro Town, Jagger enrolled in the dojo, or martial arts school, of the great master Jinx. While waiting for Jinx to show up, Jagger challenges Mario to a match. When you defeat Jagger, you'll hear a tiny voice. Why, it's Jinx! Mario may feel a little cocky when the tiny tutor steps forward. But beware! Jinx relies on self-discipline and a burning spirituality to defeat rivals ten times his size. He'll toy with you for two rounds. If you survive those, he'll roll out some really nasty attacks in round three.

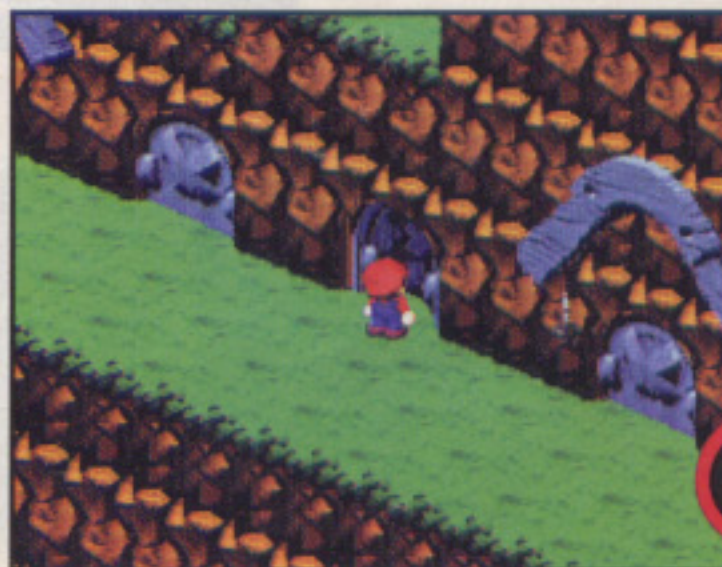
JINX: Whoa.....
You ARE the stronger champion,
no doubt about it.



Jinx eschews magic, instead unleashing a series of progressively powerful attacks that can take away more than 400 HP at once. To revive allies and keep them healthy, bring along the Princess. Pack at least five Pick Me Ups for the times when Jinx attacks the Princess. Mario's Ultra Jump is the best attack, but its effectiveness will diminish if you don't mix in a few Regular Attacks. Your prize for winning all three rounds is the Jinx Belt, which prevents instant death, and something even more important: Jinx's respect.



To unlock this door, Mario will have to purchase the Shiny Stone from the little girl in Moleville. Inside is a traveler from a distant galaxy. Before returning home, Culex would like to challenge Mario to a duel. The entire contingent, including Culex, Fire Crystal, Water Crystal, Earth Crystal and Wind Crystal, packs a whopping 12,396 HP! Don't even try to fight this master of time and space unless each member of your party has reached at least level 25. Begin by using up all Rock Candy you may have. If you're fortunate, you'll get some free replacements. After that, it's best to brute it out with Regular Attacks. After the battle, visit Goomba's Weapon and Armor Shop next door, but don't deal with his Triplets. The Mushrooms they're peddling will turn you into a mushroom! Your reward for victory is the potent Quartz Charm.





BEAN VALLEY

Don't be deceived by the verdant vistas of Bean Valley. Man-eating flora and fauna lurk in the rustic hills and dales, ever ready to pounce upon the unwary traveler!



"FEED ME! FEED ME!"



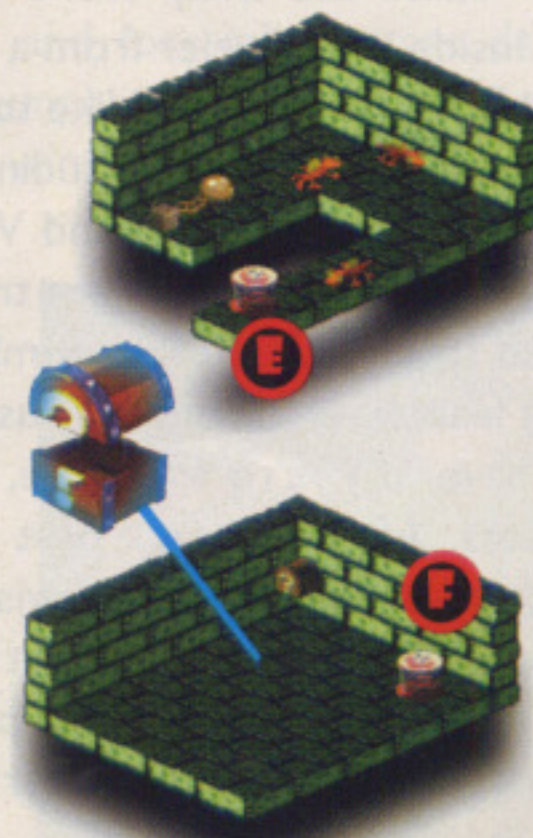
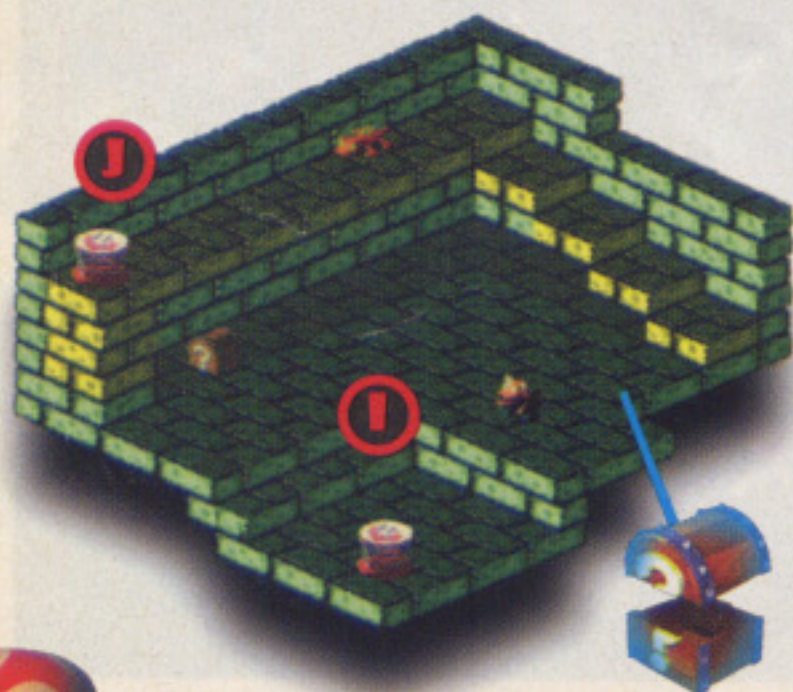
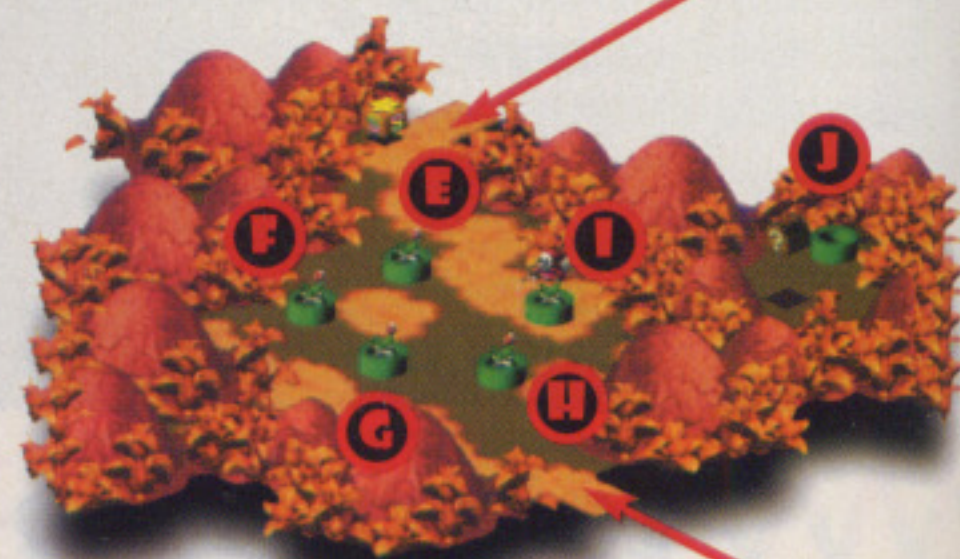
There's something mighty powerful in Shy Away's watering can. When he sprinkles a little bit of the stuff on dinky sprouts, Poof! Ravenous Smilaxes appear! When you go into battle with them, you'll typically be faced with two Smilaxes, two Geckits and one big Kriffid, which looks like an artichoke with an attitude problem. Eliminate as many as possible with multi-enemy attacks, then focus your attacks on the Kriffid, who will probably be the last one on the field of battle. Once you've uprooted a Smilax from a pipe, do the Mario thing and hop down it. Sure, there's some bad seeds crawling around in the Bean Valley basement, but there's a lot of power-ups, too.



MEGASMILAX



Shy Away's quick-grow formula sprouts one Smilax, then two Smilaxes, then three all from the same plant! You can make quick work of the multiple munchers with Mario's Ultra Jump. But wait, Shy Away's not done yet! He adds a little more juice, and here come two more Smilaxes and one Megasmilax. The Princess needs to do a Group Hug right away, because Megasmilax's magic can turn everyone into a toadstool. Concentrate on defeating the little sprouts first, then turn your direction to Megasmilax. After uprooting this enemy, Shy Away will scam to Nimbus Land and a piece of paper will drift down. Don't read it just yet.



CASINO

It's swank, it's trendy, it's a good way to lose your shirt. Consider taking the Bright Card that got you in to any Item Shop, where it's good for 777 coins. A quick-change artist in Marrymore also has his eyes on this rare item.



RAMBLE TO GAMBLE

Trek across the world back to Booster Tower, where you'll run into Knife Guy juggling. Ignore the red balls and try to guess in which hand the yellow ball winds up. If you win, Knife Guy will give you a Wilt Shroom, Rotten Mushroom or some other piece of putrid produce. Once in awhile you'll win a halfway edible item, such as a Super Mushroom. Don't leave until you've guessed correctly 12 times and Knife Guy will reward you with a

Bright Card. A Red Essence is your prize for 100 correct guesses. However, he deducts wrong guesses from your total. Now, go to the Piranha Plants in Bean Valley and jump down the rear pipe. Make a platform appear by going to the corner to the left of the Chomp Chomp and jumping. You can always sell your Bright Card, but you can never win another one.



EASY COME, EASY GO

The Grate Guy is no fool: he's going to get rich off people playing these games. Occasionally, you can win something good at Look the Other Way. In the long run, you'll almost surely lose at blackjack. The slot machine is a good choice if you need Frog Coins desperately, but you can lose 100 or more regular coins for each Frog Coin you win.

BLACKJACK



Start by wagering one Frog Coin. The object is to come closest to 21 without going over. Using a deck that has no face cards, the dealer will give you and himself two cards apiece. You can keep asking for more cards, but if you go over 21, you'll instantly lose your Frog Coin. You'll also lose if you tie the dealer's total.

SLOT MACHINE



Pay 10 coins, stand under the Treasure Box and jump to start it spinning. If you get three matching items, you'll win a Frog Coin; otherwise, you'll win nothing. This is pretty much a game of chance, but your odds go down slightly if you play a long time.

LOOK THE OTHER WAY

Talk to Grate Guy enough times and he'll offer to play this game. Press Left or Right on your Control Pad. If you choose the way Grate Guy is pointing, you won't lose anything, but if you choose the opposite direction, you'll get a prize. Normally these are Wilt Shrooms and suchlike trash, but once in a while you'll luck out and get a good item such as a Royal Syrup.



WORLD MAP

NIMBUS LAND

1

NIMBUS LAND



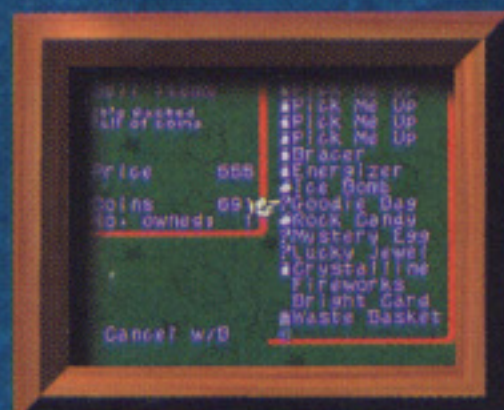
Is that giant bird really Prince Mallow? Yeah, and if you believe that we've got some wonderful real estate to sell you in Kero Sewers. You'd better watch your back while navigating the corridors of power in Nimbus Castle.

TO BOWSER'S KEEP



THE WISDOM OF FROGFUCIUS

"The best things in life are free, but don't give them away once you have them, or you'll never retire to a comfy resort like Tadpole Pond. Shopkeepers will pay big bucks for your rare finds. They'll also pony up dough for your out-of-date armor and unused accessories. You'll only get half what you originally paid, but that's better than nothing. Selling off extra items will also open up precious space in your inventory."



TO BEAN VALLEY





HE LOVES IT YEAH, YEAH, YEAH

Thirty years after sweeping the United Kingdom, "Beetle Mania" has hit the Mushroom Kingdom. This time around, the phenomenon takes the shape of a Game Boy shooter. You'll come across little boy in the corner of the Mushroom Kingdom Inn playing the game intently. He'll offer to sell it for 500 coins. The object is to shoot stars at invading Koopa shells. Boost your score dramatically by creating a chain reaction. Snag little hearts for extra life. Buying the game won't affect your quest for Smithy, so consider pressing Reset when you're done to start over with your 500 coins.



Trounce Yaridovich and free the Elders in Seaside Town, then take a return trip across the world to the Mushroom Kingdom.



The boy in Mushroom Kingdom gets annoyed when you talk to him. Sound familiar? He also drives a hard bargain.

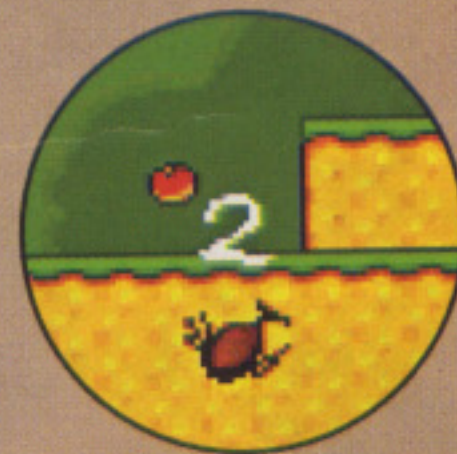


Your new game appears at the bottom of your menu. The first time it appears, Toad will tell you how to access it.



Go on, bug the boy. He needs the coins to pay for charm school.

Press the A Button quickly to revive your brown beetle.



2 BARREL VOLCANO

If you can't stand the heat, get out of the volcano. The enemies burrowing below are the toughest you'll find this side of the Smithy Gang.



THE WISDOM OF FROGFUCIUS

"Nothing sounds finer than Toadofsky's sweet music. Except, that is, the tinkling of the Signal Ring alerting you to a hidden treasure. What's the Signal Ring, you say? It seems that Croco, the larcenous lizard, has been using this jangling jewel to find moolah all over the world. Surprise him in the act of looting a Nimbus Land home, though, and he'll drop the ring. Equip it and it will sound a most pleasant tone whenever you wander into an area with a hidden Treasure Box. The Signal Ring won't tell you exactly where the Treasure Box is, though. If you're ever curious about how many



Treasure Boxes remain hidden, visit the reformed Pandorite in Monstro Town."





NIMBUS LAND

Two lowlifes have hatched a sinister plot to seize the throne of this high-flying kingdom. Mallow leads a desperate effort to stop them!

THE HANGING GARDENS

These vertigo-inducing vines put Mario's jumping ability to the test. You'll be guided by the shadows the vines cast on the clouds below. Note that when one vine is directly over another, the two will cast only one shadow. If you wait until you've reached the top of a vine before determining in which direction to jump, you may find yourself missing repeatedly. Don't worry if you can't get all the regular coins, but do make the lucrative detour to the two Treasure Boxes. One



contains a Rare Scarf, which boosts the Princess' regular and magic defense. Besides, it nicely complements her regal duds. Don't worry about falling off a cloud anywhere in Nimbus Land.

TO BOWSER'S KEEP

TO WORLD MAP

PRINCE OF THIEVES

Mario and friends arrive just in time to hear a blare of trumpets. Out marches a beauty named Valentina, who informs the people that the king is sick. Valentina introduces Prince Mallow. Hey!

Who's this? Prince Mallow is a giant bird? And he's promised to wed Valentina? Head on over to the studio of Garro and you'll see some statues of the king as a lad. Young King Mallow looks suspiciously like a certain member of Mario's party. Can Mario sneak into the palace and discover the truth?



TO BEAN VALLEY

WHO'S WHO

DODO

Too lazy to lift a wing, this flightless fool has settled for a comfy life in Nimbus Castle. Much as he hates Valentina's bossing him around, Dodo dreads the thought of getting a real job even more. Ruffle his feathers, though, and he turns into a ferocious opponent!

WHO'S WHO

VALENTIA

Swaggering around in a high-fashion dress with a cocktail in hand, Valentina sure looks like she might be a birdbrain. Don't be deceived by appearances, though. Behind that pretty face lurks a cunning master of palace politics. Valentina has tossed the king and queen in prison and hornswoggled the trusting folk of Nimbus Land into believing that Dodo is really Prince Mallow. Valentina is an unusual tyrant in that she fancies herself something of an art buff. She's ordered the castle guards to admit no one except the renowned sculptor Garro when he's bringing statues. Hmmm. Valentina's refined taste might offer Mario a chance to sneak into the palace, but he'll have to keep a stiff upper lip!

FROM PG. 89

DREAM CUSHION

A night at the Nimbus Land Inn will set you back 30 coins. Another 30 smackers will get you the Dream Cushion. When catching some shut eye on this baby, Mario might dream that those ornery Marrymore cooks are spicing him up for the oven. At other times, Yoshi or the Mushroom Kingdom Chancellor might wish him good luck. You get nothing for these night visions, so if you've saved your game before hitting the sack, you might want to hit Reset now and save your money. Once in a while, though, Mario will dream that Toad is actually a Greaper! Next morning, the real Toad will appear and try to make Mario feel better by giving him a valuable Red Essence. Rendering one hero invulnerable for three turns in battle, the Red Essence will come in handy in the duel with Dodo and Valentina.

Let me guess...you want to use this "Dream Cushion" to rest, right? That'll be 30 more coins.



SEE YA LATER, ALLIGATOR

Remember Croco, the larcenous lizard? Most crooks would have seen the error of their ways and headed straight to Monstro Town, but not this incorrigible. If you manage to thwart

Valentina's mad plan, the joyous townspeople will party through the streets. Croco will take advantage of the celebration to ransack homes. Deep down, though, the croc is a fraidy-cat. Accost him and he'll take off so fast that he'll leave a Signal Ring behind. When equipped, this ring will sound an alarm when you enter an area with a hidden Treasure Box. The Signal Ring works anywhere in the world, but doesn't help in battle, so take it off if you're in enemy territory.

CROCO: Say, hey! We meet AGAIN! Dis here land is RICH! It's got tons of loot, and I want it all!

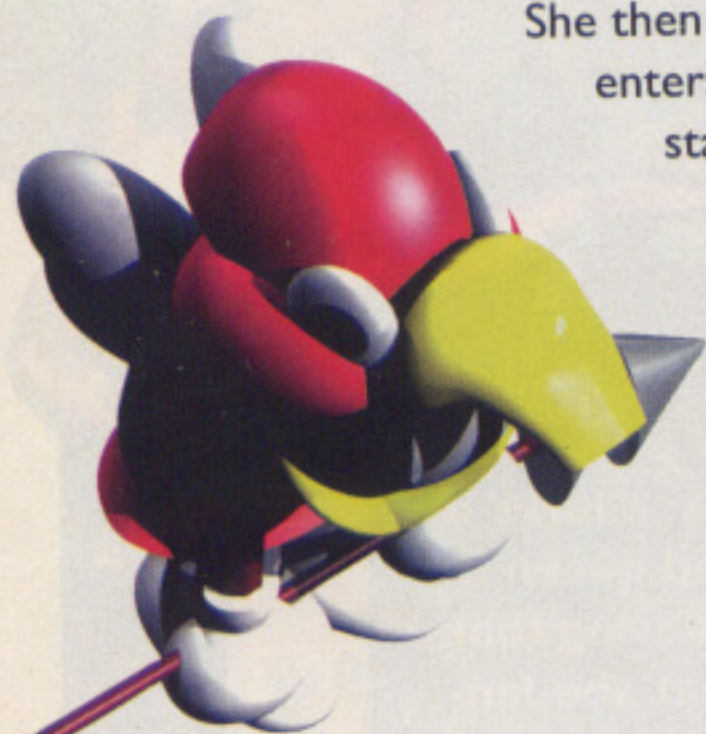


TO BARREL VOLCANO



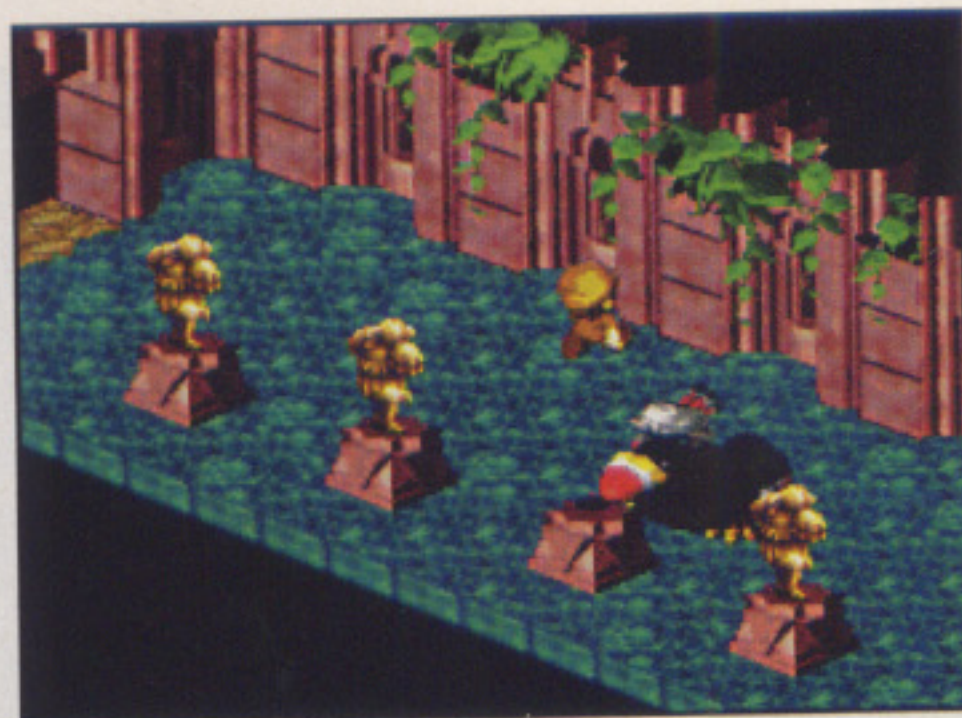
A PECK OF TROUBLE

Valentina has installed Garro's new sculpture, "A Plumber's Lament," in a gallery alongside a series of statues of herself. She then orders Dodo to polish the entire collection. Before Dodo enters, slip back onto the pedestal and make like you're, well, a statue. Unfortunately, Dodo decides to take out his frustration by pecking every statue in sight. When he stands in front of Mario and goes into his windup, jump! At one point, Dodo will leave the room and try to catch you unaware by sneaking around a back way. You're too clever to fall for that old trick, aren't you? If you avoid all of Dodo's pecks, you'll find a Feather in the next room. This pretty item makes the wearer's turn come up slightly more often in battle.



BIRDYS

Mario isn't the only one around who can make like a statue and freeze. Bump into Birdy statues and they, too, will come to life. Unlike other enemies, Birdys will not reappear if you leave a room and return. If Dodo hasn't uncovered your disguise, a couple of disgruntled Birdys will try to skewer "A Plumber's Lament" with their pikes. Unlike Dodo, they'll succeed in unmasking Mario.

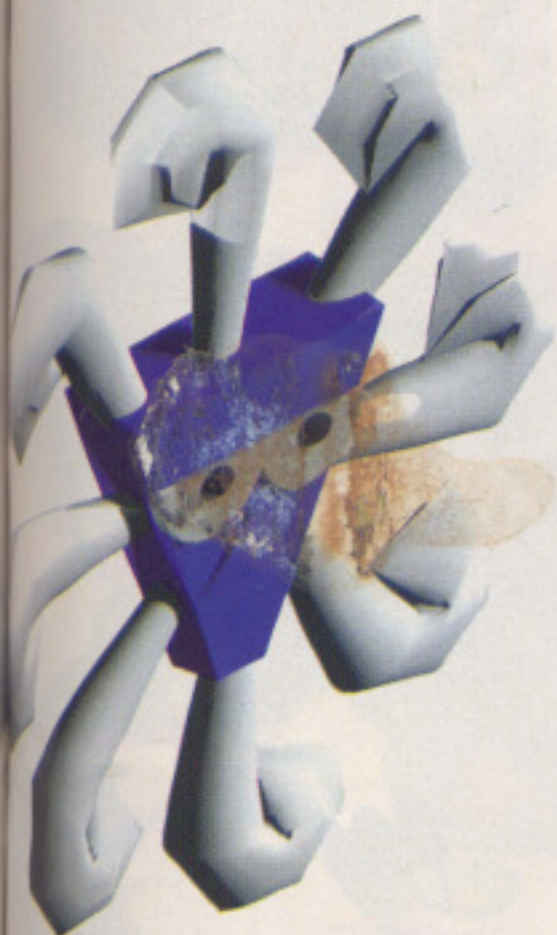


TO PG. 88

TO NIMBUS LAND

PINWHEEL

Remember that fan in Monstermama's house? It's actually a good Pinwheel who remains psychically linked to its bad brethren in Nimbus Castle. If you turned the good Pinwheel to "Breeze," these Pinwheels will turn slowly, too, allowing you to pass through the breezy corridors. However, flipping the good Pinwheel to top speed will create mini-hurricanes here, forcing you to take detours.



HEAVY TROOPA

The indolent life in the castle has affected even Valentina's guards. Heavy Troopas and Jawfuls usually won't bother to fight unless they're attacked. First, eliminate all the other enemies with Regular Attacks. You'll get a warning that a Heavy Troopa or Jawful is ready to attack, but if you keep up the Regular Attacks you should escape with minimal damage.



A KEY FIND



Valentina is holding five Nimbus folk prisoner in this side room, but that doesn't seem to have dampened their good spirits. Talk to all of them. One, a former guard, will give you a Castle Key. Another will give you a Flower Jar. Hey, didn't anybody search these people before throwing them in the hoosegow? After defeating the Jawful outside, turn left and walk out into space. When you can't go any farther, jump to reveal a hidden Treasure Box with a Frog Coin inside. Now, fight your way back to the big chamber with the three doors. Defeat the Heavy Troopa standing guard over the center door. Inside you'll find the singing Shy Away who watered the Megasmilax in Bean Valley back at work. Even though he bungled that job, he's wangled an impressive promotion. La dee dah, this time he's caring for a giant egg!



Got a "Castle Key 1"!

BIRDO

Whatever's inside that egg promises you another key if you'll play. You won't suffer any attacks while cracking the shell. Inside is a giggling bird with a bazooka beak. Birdo's idea of fun is shooting high-powered eggs at her playmates! If you press the B Button twice to select Defense mode, the eggs will sometimes bounce off you and hit Birdo. You can also use Regular Attacks. She'll leave a Castle Key that will open the door behind her. Fight your way past the Pinwheel and Jawful outside and you'll reach another locked door. Inside is King Nimbus!





AFTER THAT QUEEN!

Birdo's Key will admit you to a hall with another locked door. A sign outside the door says King Nimbus is inside. Bowser offers to batter down the door, but Mallow counsels caution. Too late, though, for Shy Away is sounding the alarm. Follow the fertilizing fiend into the throne room, where you'll find Valentina. The would-be queen clearly believes that she who fights and runs away shall live to fight another day. Chase her through the back door, but before you find her you'll run into some Bluebirds of un-happiness patrolling the narrow corridor. Mallow's Thunderbolt is ineffective against them, so go into battle with another ally. You'll find yourself running a step too far and falling off Nimbus Land!



Down, down you'll plummet, passing Treasure Boxes on the way. Fortunately you'll land on a cloud, just a couple of trampoline hops from returning to Nimbus Land. Since Valentina doesn't have to campaign for votes, she's treating her subjects rather rudely. When you try to teach her some etiquette, Dodo will stick in his big beak and whisk away a member of your party for a one-on-one duel!

MAKE 'EM SEE STARS

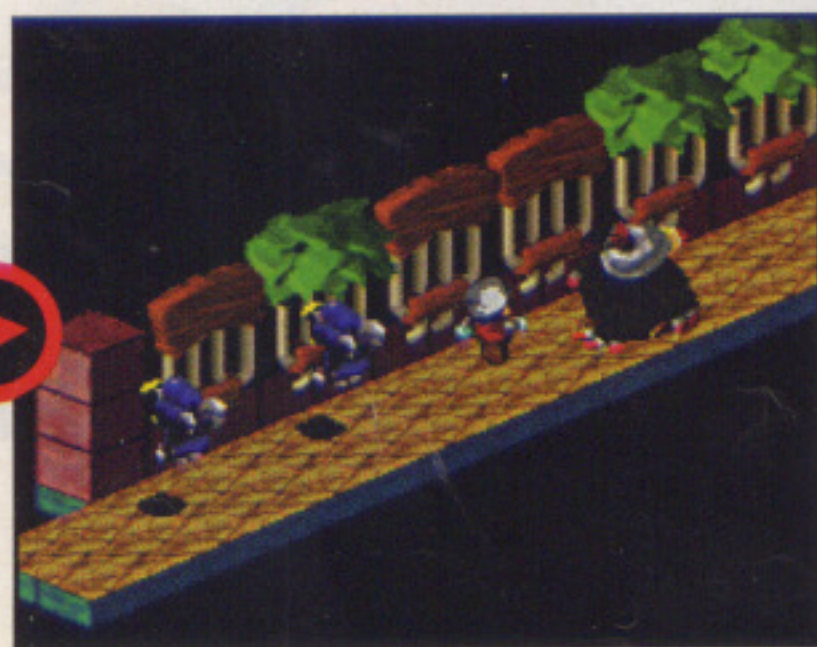
Here's your chance to play James Bond! Begin by saving your game outside the throne room. Now, study the guard's moves. If you're careful, you can get to the Treasure Box without going into battle once. Leap to activate a platform under the Treasure Box. Once you're on the platform, wait until Dodo moves close. Leap once more to activate the Invincibility Star inside the Treasure Box, then head straight for the red-nosed rogue. After brushing him aside, make a sharp U-turn and blast through the Bluebirds. If you can, bump the two Bluebirds guarding the previous room. This Invincibility Star lasts only a few seconds, so move quickly. It's not worth the trouble fighting Dodo here. If you can't bonk him while you're invincible, press Reset and start again at the Save Block. Once you've beaten both Dodo and Valentina, this Treasure Box will give up a Flower.



FROM PG. 87

DODO AND VALENTINA

Fend off Dodo's Multi-strike attacks by Bracing your lone party member. If Dodo defeats this one ally, the game ends. However, you'll probably find that Dodo is a big chicken who'll turn his tail feathers and run back to Valentina. Before he gets there, Valentina will have begun battling the two remaining party members. When Dodo returns, hit 'em both with Crystal Bombs and other multiple-enemy attacks.



NIMBUS LAND

WHO'S WHO KING AND QUEEN NIMBUS

Judging from the looks of things, there's no doubt that these are Mallow's real parents. Tarry a while to tell them of your adventures. King Nimbus will forget his regal standing and ask the visiting celebrities for auto-graphs! Both the King and Queen will press Mallow to continue on the quest for Smithy. Before embarking on the next leg of your journey, consider returning to Tadpole Pond for some Kerokero colas. After fighting Valentina's vassals, you'll probably be awash in cash. Kerokero colas cost a whopping 200 coins apiece, but you'll need all the help you can get in Barrel Volcano. Afterward, you can get full price on the unused ones at the Nimbus Land Item Shop.

TO PG. 85

HOT SPRINGS, HOT LAVA

After leaving the King and Queen, go to the room where they had been held prisoner. Inside you'll find the guard who gave you the first Castle Key. This time, he'll give you a Flower Jar. Next, return to the cloud you fell onto while chasing Valentina. This time, the guards will recognize Prince Mallow and let you visit the hot springs, where a quick dip will replenish your HP and FP. Don't stay too long or you might get hot under the collar!

Here, this is from me. Please, take it.



When you're good and rested, follow the path leading away from the hot springs. Careful: That first step is a doozy!



STALK THE SHELLS

When you leave the house where you found the Signal Ring, walk straight out into thin air until you meet the Shy Away. He'll give you Fertilizer. Return to the place in Bean Valley where you defeated the Megasmilax. You'll find a Seed attached to the note. Take both items to the Gardener behind the Item Shop in Rose Town. He'll grow a magical bean stalk. Climb it and you'll reach those two Treasure Boxes you saw when you fell from Nimbus Castle. They contain the Lazy Shell weapon and armor. Equip Mario with the weapon and the Princess with the armor.





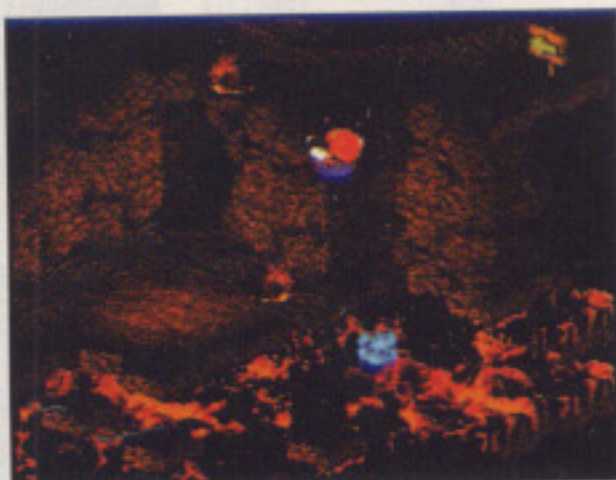
BARREL VOLCANO

Far below the lofty haven of Nimbus Land lies the Barrel Volcano. Thrill seekers may choose to explore the inner workings of this hot spot, but many don't return.

IN THE HEAT

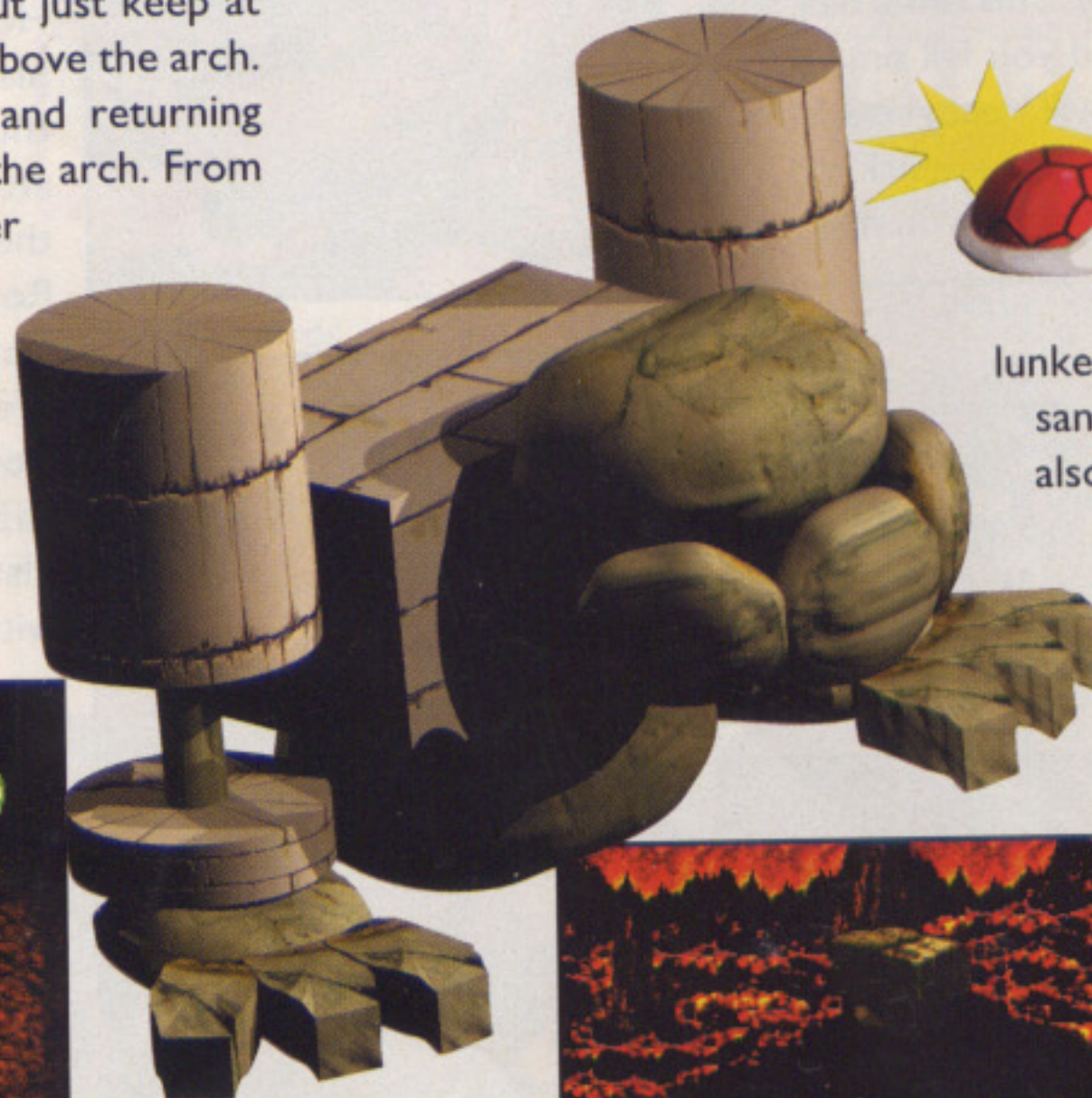
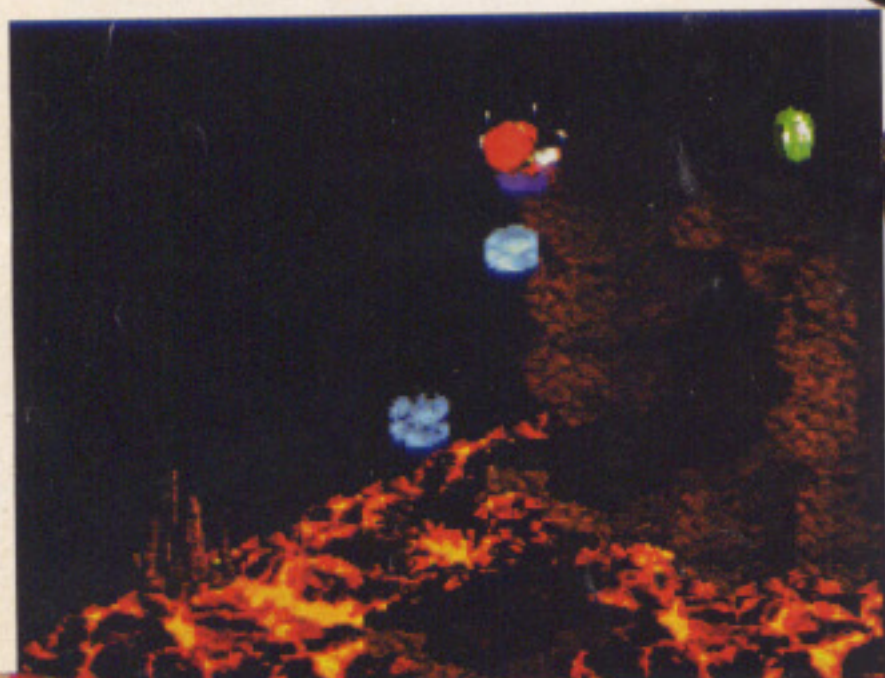


Visitors to the volcano can look forward to heated exchanges with the local wildlife, including Armored Ants and the hard-shelled Magnus, but there are other dangers less obvious. One misstep may lead to disaster if you trod in a pool of lava. You should take the precaution of buying the Fire Shirt or other fire garments to keep your party members cool. A companion who has a mastery of snow attacks, such as Mallow, will prove invaluable.



HOTFOOTED

As you explore the volcano, you'll find several Frog Coins in seemingly unreachable positions. In fact, you can leap to these coins from the correct position. You'll land in the lava a lot while trying to reach the coins, but just keep at it. Look for the Frog Coin shown here above the arch. If you jump in the lava after exiting and returning through the arch, you'll land on top of the arch. From there, it's an easy matter to walk over and take the Frog Coin. Just beyond the arch, you'll find two more Frog Coins hovering above some steps. Jump to the steps, then jump up to get the coins.



CORKPEDITE



This enemy has a real corker of an attack. He bites unsuspecting spelunkers with his huge cork head or sends a giant sandstorm to attack your crew. Corkpedite also offers you two tempting targets the head and the body. The body can withstand 300 HP and the head another 200 HP. Since it is worth 30 Experience Points and often appears with Magnus, chances are that you'll get lucky and have the chance to double your EP. You'll run into this character twice during your visit to the volcano.



TO PG. 92

HINOPIO'S SHOP

Just past the chamber of the Stumpet and up some steps, you'll find an odd-looking fellow named Hinopio. Hinopio runs an Item Shop, an Inn and an Armor Shop in the heart of the volcano. Here, you can purchase the ultimate in thermal protection, otherwise known as the Fire garments. In the item shop, you can pick up extra Mid Mushrooms, Maple Syrup, Pick Me Ups, Able Juice, and Freshen ups.

HINOPIO: Hey there! Whew... I THOUGHT I heard footsteps! For a minute I thought I was nuts!



HINOPIO

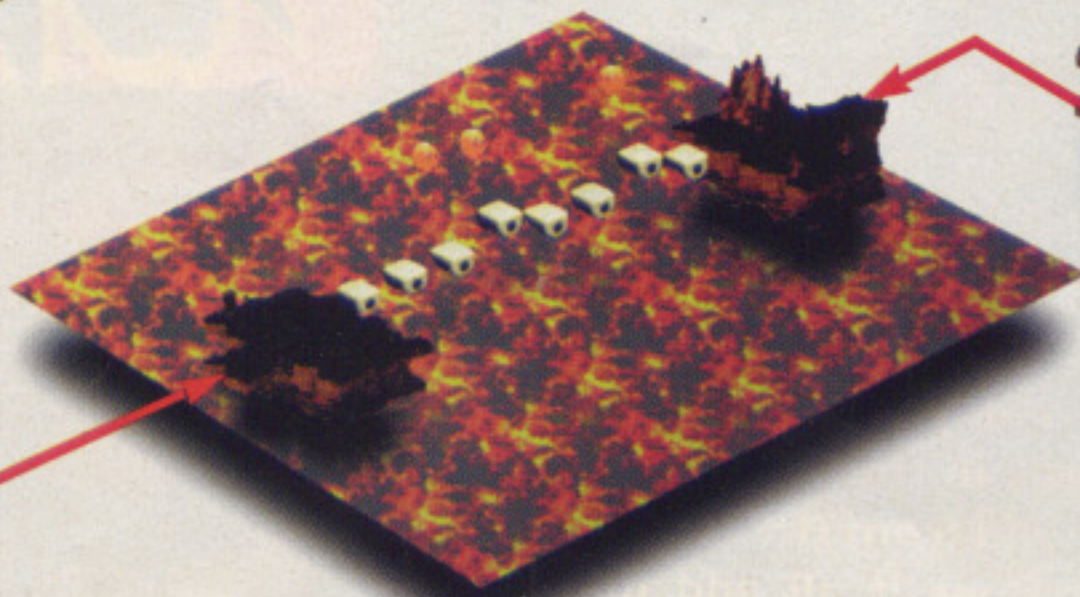
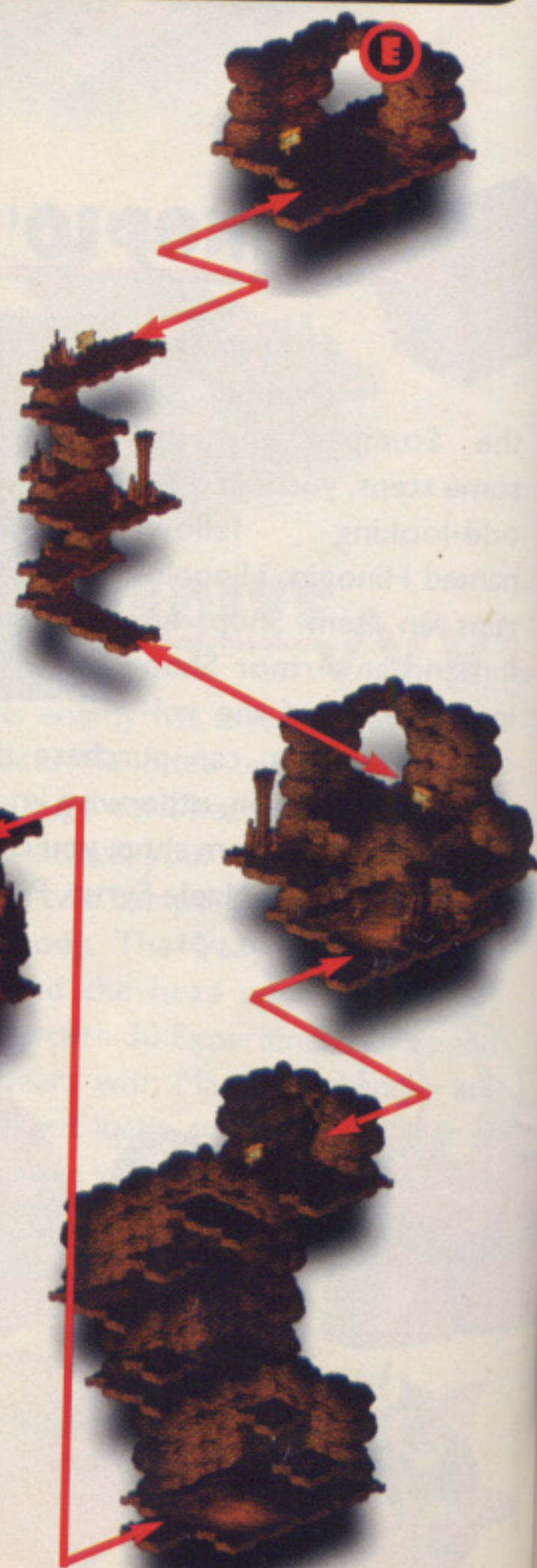
Hinopio moved out of the Mushroom Kingdom long ago to set up shop for himself here in the Barrel Volcano. He has a little bit of everything you need in his shops. But he also has things that you don't need, like the model airplanes on the stack of crates. This groovy guy runs the worst Inn in the game, making you sleep on a bed of crates if you stay the night. Even the music in the Hino Mart has a different sound from the rest of the game. What does it all add up to? Buy what you need, because the Czar Dragon is just ahead. In particular, stock up on Mid Mushrooms and Maple Syrup.





CZAR DRAGON & ZOMBONE

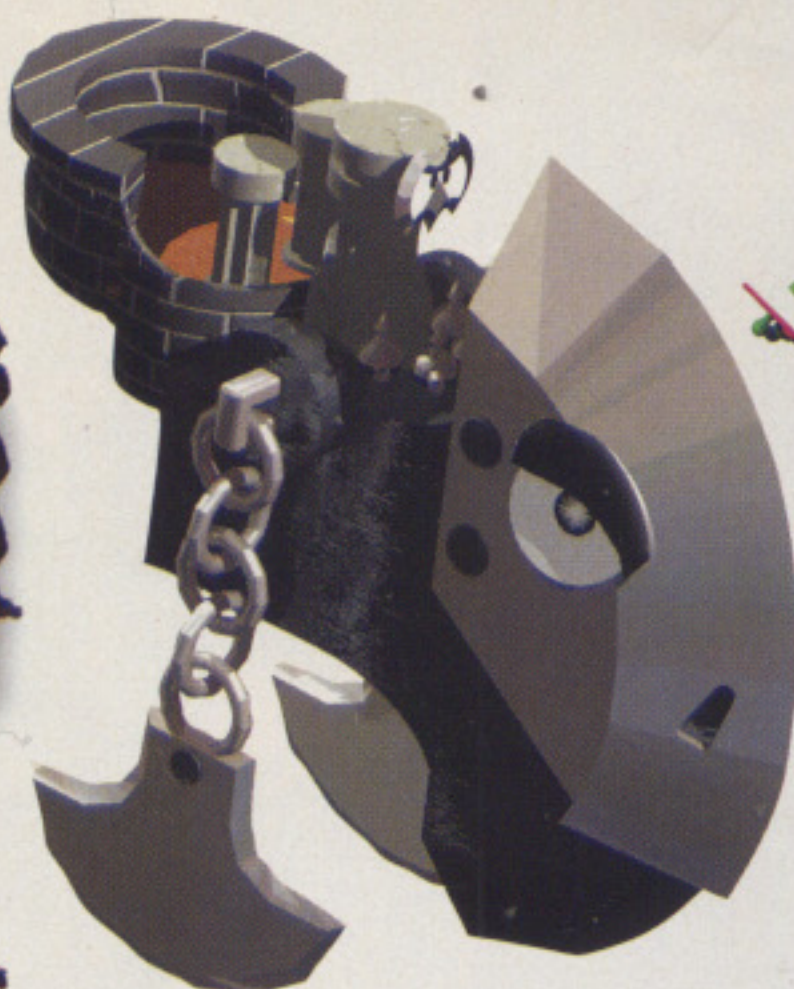
Before you finish off the volcano, you'll have to get past the Czar Dragon and his bony alter-ego, Zombone. But before you can even get to the dragon, you have to cross over the Bridge of Fire. The blocks won't stay put for long with Mario's weight pushing them toward the lava. Jump quickly, avoiding the leaping Pyrospheres, until you reach the relative safety of the far side. The safety is only relative because the Czar Dragon lies just ahead. When you meet the serpent, be prepared with protective flame-retardant clothing from Hinopio's store for each party member. The Czar Dragon uses Fire and Sleep Special Attacks, so be sure to equip at least one party member with a Wake Up Pin. It also throws the dangerous Water Blast at your party. Eventually, the Czar Dragon wears down (after 1,400 HP) and turns into the even worse Zombone (with 1,800 HP.) The battle begins anew, but Zombone uses Storm and Blast, capable of hitting your characters for 60 and 80 HP respectively. The Zombone is susceptible to Ice Attacks such as Snowy, Geno Beam and Pure Water. For this reason, Geno should be in your party. Mallow's Thunderbolt and Snowy Special Attacks will also be useful, but Toadstool's healing capacity may be more important if you don't have a good supply of Mid Mushrooms.



FROM
PG. 91



TO
BLADE



AXEM THIEVES

Following the heated battles in the volcano, you'll find yourself facing the five Axem Rangers who grab the sixth Star Piece and flee. You'll chase them all the way out of the volcano and onto their flying fortress, Blade. As weird as the Rangers appear, they are a tough mob that won't fall easily. If you defeat them all, and Blade, too, you'll finally have the sixth Star Piece all to yourself.



AXEM RANGERS

The five funky Axem Rangers are some of Smithy's toughest soldiers. Each of the five Rangers has its own special skills and types of attacks. Axem Pink, for instance, heals up the rest of the party of Rangers. Therefore, your first target should be Axem Pink. Axem Red will be your final target, so concentrate your attack on the other Rangers, one at a time. Mario, Geno and Toadstool once again make up the top team to take against the Rangers. Geno Flash works well if you have lots of Flower Points and Maple Syrup. In the end, you'll force Axem Red to retreat to Blade's Breaker Beam. Just keep attacking and healing your party. After defeating the Rangers, the sixth Star Piece will appear and you'll claim it atop the volcano.

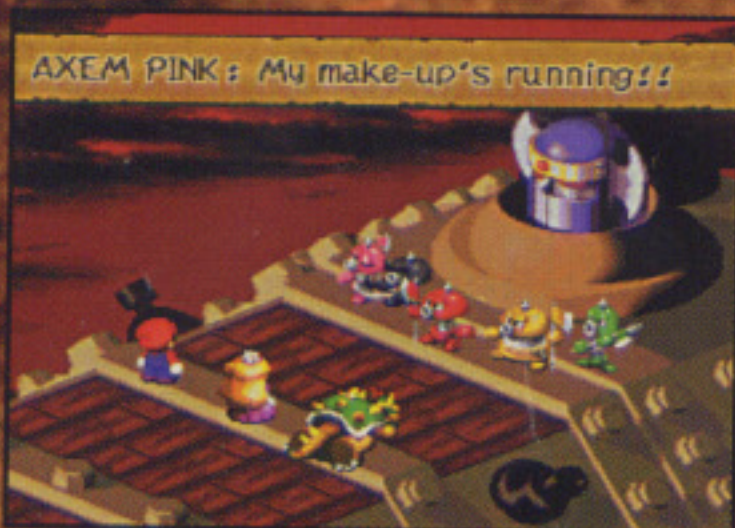
AXEM
PINK

AXEM
BLACK

AXEM
RED

AXEM
YELLOW

AXEM
GREEN



ON TO THE CASTLE

Now, when you return to Nimbus Land you can find the Signal Ring, which helps you locate hidden Treasure Boxes. When you enter a new area when the Signal Ring is equipped, you'll hear a bell chime. You may not be able to see the Treasure Box, but you'll know it's there. You'll also be able to take the Nimbus Land bus to Bowser's Castle. Talk to Mallow's parents, the King and Queen, and everyone else in Nimbus Land, then go up the steps to the left of the palace to catch the bus. A quick flight will take you to the door of the castle, where the final quest begins.

Of course! Can't wait to get this thing running again! Come, Prince, hop on board.

SMITHY FACTORY

1 BOWSER'S KEEP



Bowser's Keep looms like a nightmare over the green fields of the Mushroom Kingdom, but Mario and his companions have no choice but to enter and win it back from the Forkies, Gu Goombas, Tub-O-Troopas and others haunting its gloomy, candlelit corridors.

TO NIMBUS LAND



THE WISDOM OF FROGFUCIUS

"A wise amphibian once said, take the short path. I believe I said it, actually. Of course, my Tadpoles swim in circles and never get out of the pond. But you can reach either end of a play course by approaching it from the closest World Map location. To reach the end of a course, approach it from the World Map location that you reached after completing that course."



FROM BEAN VALLEY

FROM SEASIDE TOWN

2 SMITHY FACTORY

Smithy's Factory churns out an army of robotic monsters that stand between you and the proprietor. Only the most committed parties will pass through alive!



3 VISTA HILL



TO MARIO'S PAD



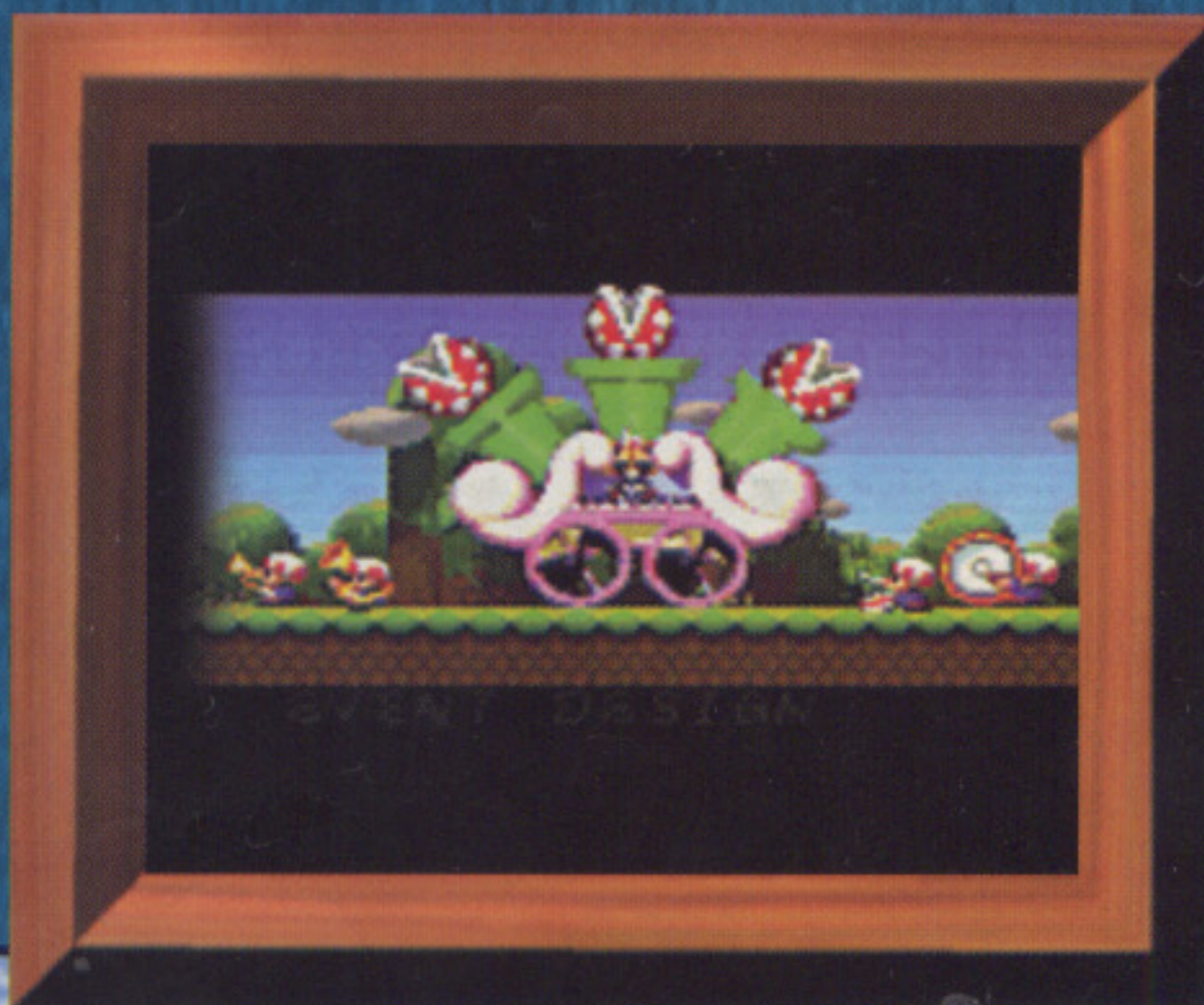
MORE WISDOM

"At the end of any great quest, a tadpole expects and deserves some recognition from the simple peons whose very existence depended on it's heroic actions. In short, it expects a party. At the very least, the grateful citizens of the land should throw it a festive parade and light up the night with a sparkling fireworks display. Ahh, and there's the rub. How do you acquire the fireworks? In fact, there is a little known law of economics that says, if you buy it, it shall be used. Recall the fellow in Moleville who sells fireworks? The more fireworks you purchase from this inventor, the more dazzling will be the fireworks show after you defeat Smithy. The chart below shows just how it works. For instance, if you buy three fireworks from the Moleville merchant, the fireworks display will be a dramatic flower. If you buy five fireworks, you'll gaze in awe at the star that bursts overhead during the parade."



FIREWORKS DISPLAY

0MUSHROOM
1MUSHROOM
2MUSHROOM
3FLOWER
4FLOWER
5STAR





BOWSER'S KEEP

Bowser's old digs have never been exactly comfortable, but now it's downright hostile with Smithy's minions haunting the halls. The fortress holds puzzles, battles and tests of dexterity.



HOME, SWEET HOME

For the King of the Koopas, this pile of rocks holds the sweet scent of home, but things have changed since Bowser last was master of these halls. Even so, Bowser's presence is enough to send feeble foes scampering away at the sight of the towering turtle without putting up a fight. For this reason alone, Bowser should be in the party that you use to storm the fortress. The third party member is up to you. Here, in the upper halls, the worst enemies don't amount to much. Even the Forkies can be defeated easily with a little strategy. The Forkies remain entranced until you hit them, so leave them to the last and then use all of your party members to attack them. You'll finish off the Forkies in no time at all.

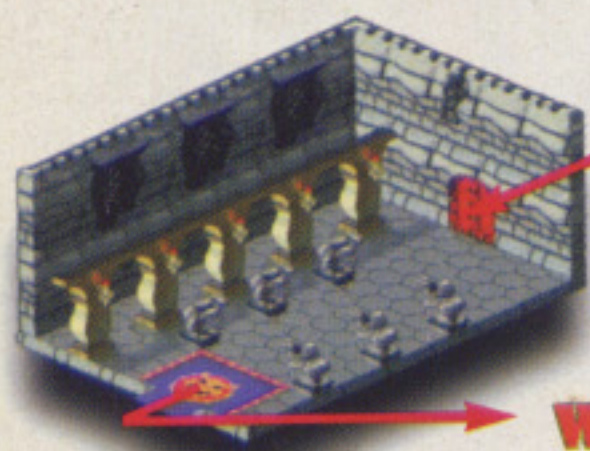
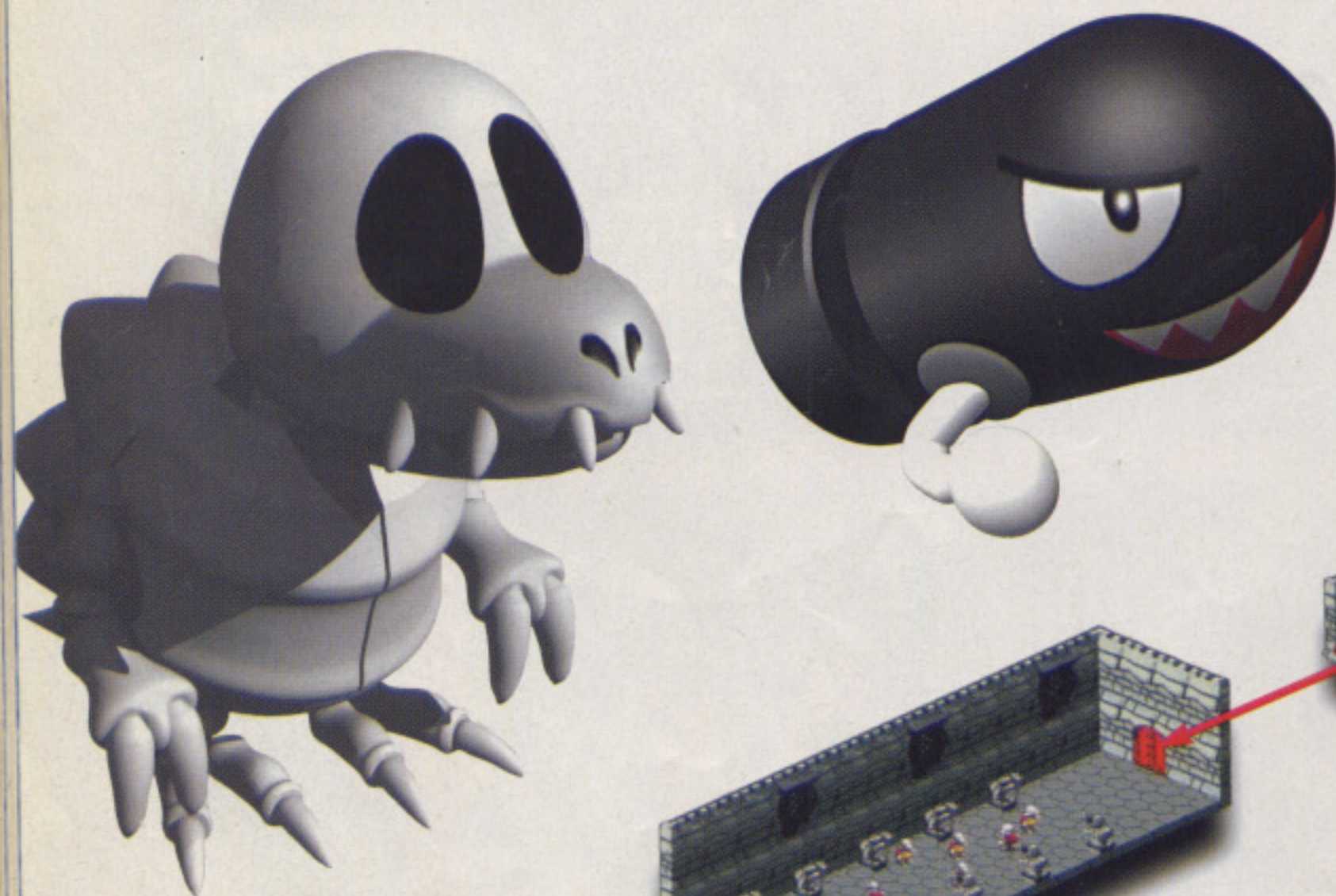


Many foes will simply head for the hills when they see Bowser. Perhaps they are ashamed that they turned against him, or perhaps they can smell his breath. Some things will never be known, but Bowser's presence makes the going much easier.

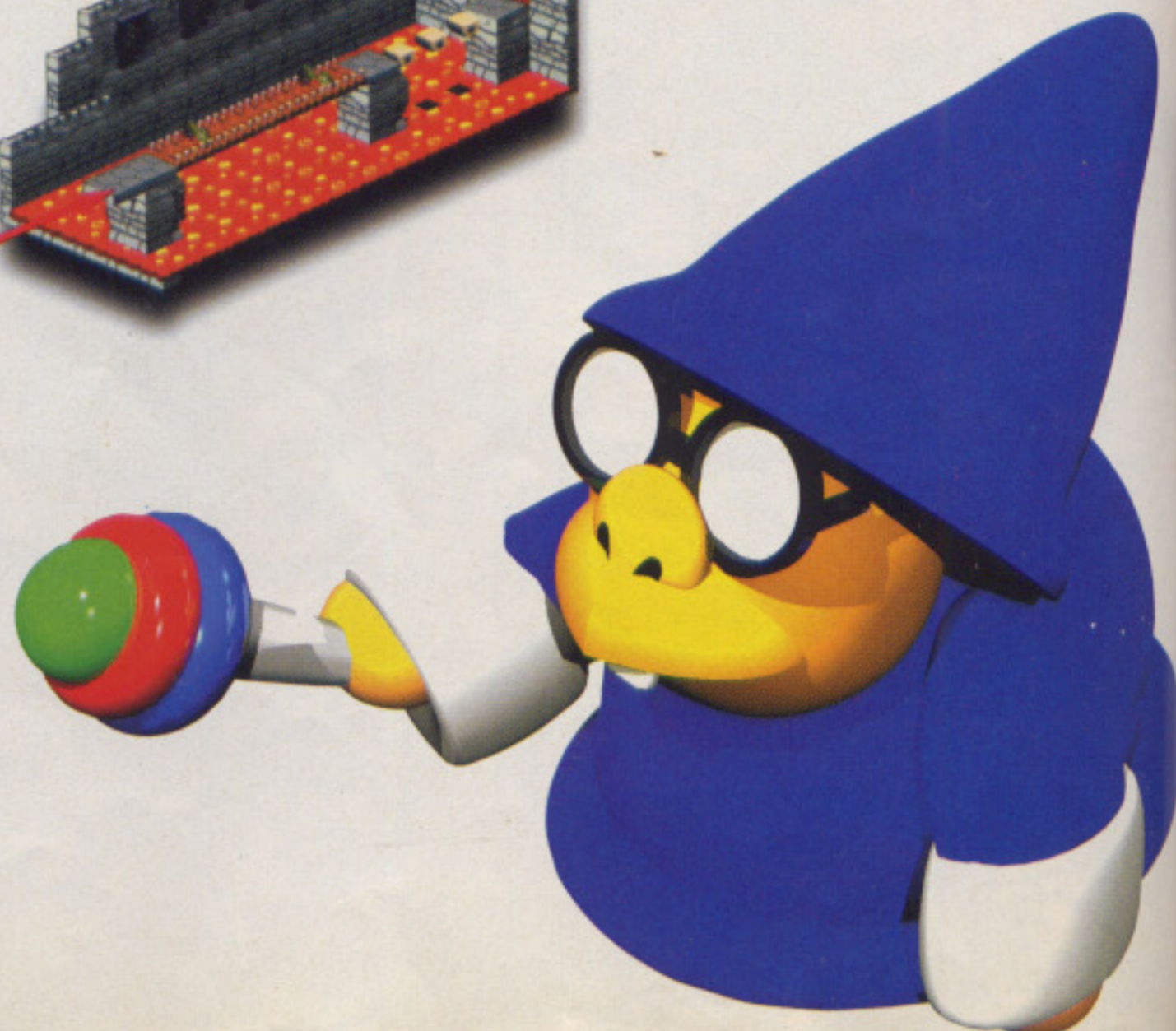
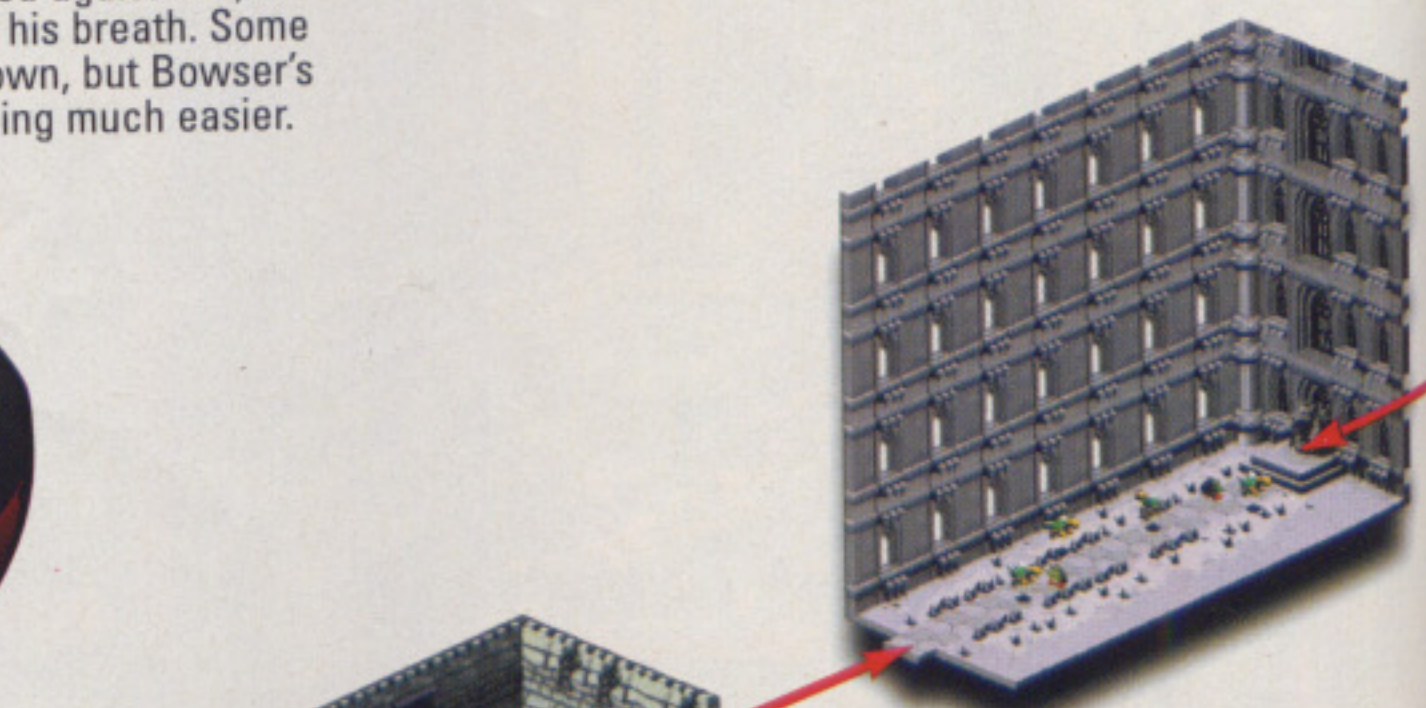
MAGIKOOPA:
You've come to the right person!



Magikoopa comes to his senses and helps out his old employer by filling up your party's HP and FP. You'll need it for the trial of the Six Doors just ahead.

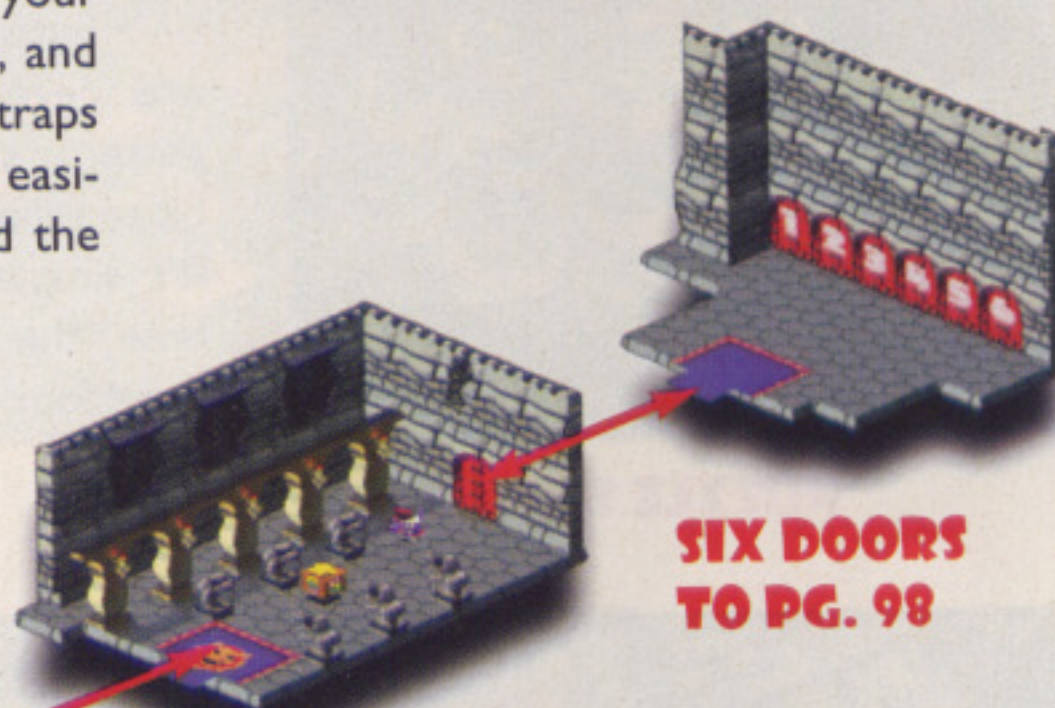
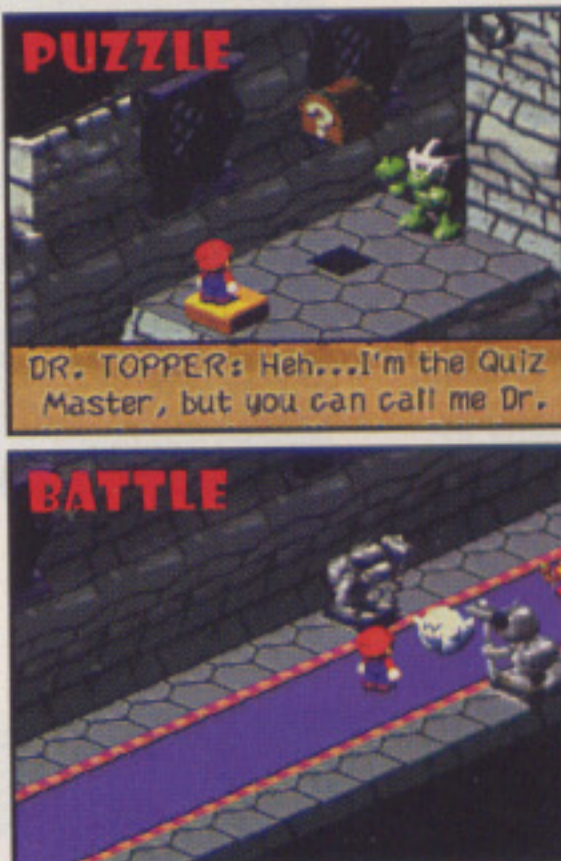


WORLD MAP



THE DOORS

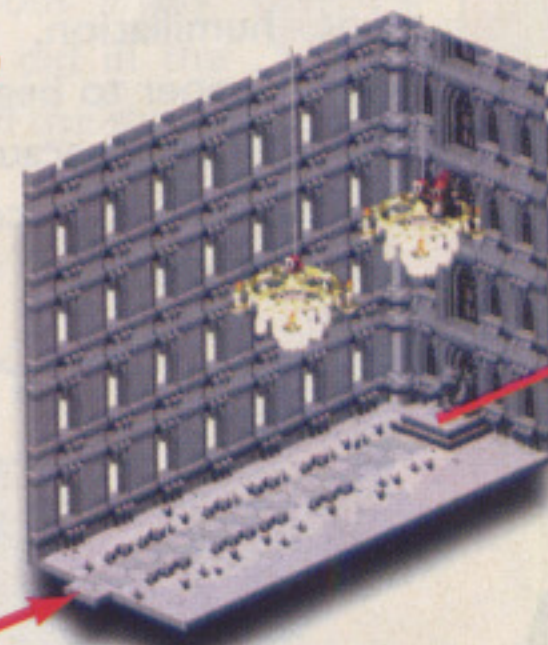
The path ahead lies beyond six secret doors. Behind the doors, you will find cunning puzzles, tests of bravery, trials of agility and a Super Slap for all your trouble. Your party must brave four of the six doors and the random courses that lie beyond them in order to pass through this area and reach Magikoopa. After some of the courses, you'll receive gifts, such as the Star Gun for Geno and the Super Slap for Princess Toadstool. Two of the courses contain puzzles, two make you fight your way through a gauntlet run of enemies, and two present you with action mazes, traps and obstacles. The fighting courses are easiest, the puzzles are second easiest and the traps can be difficult.



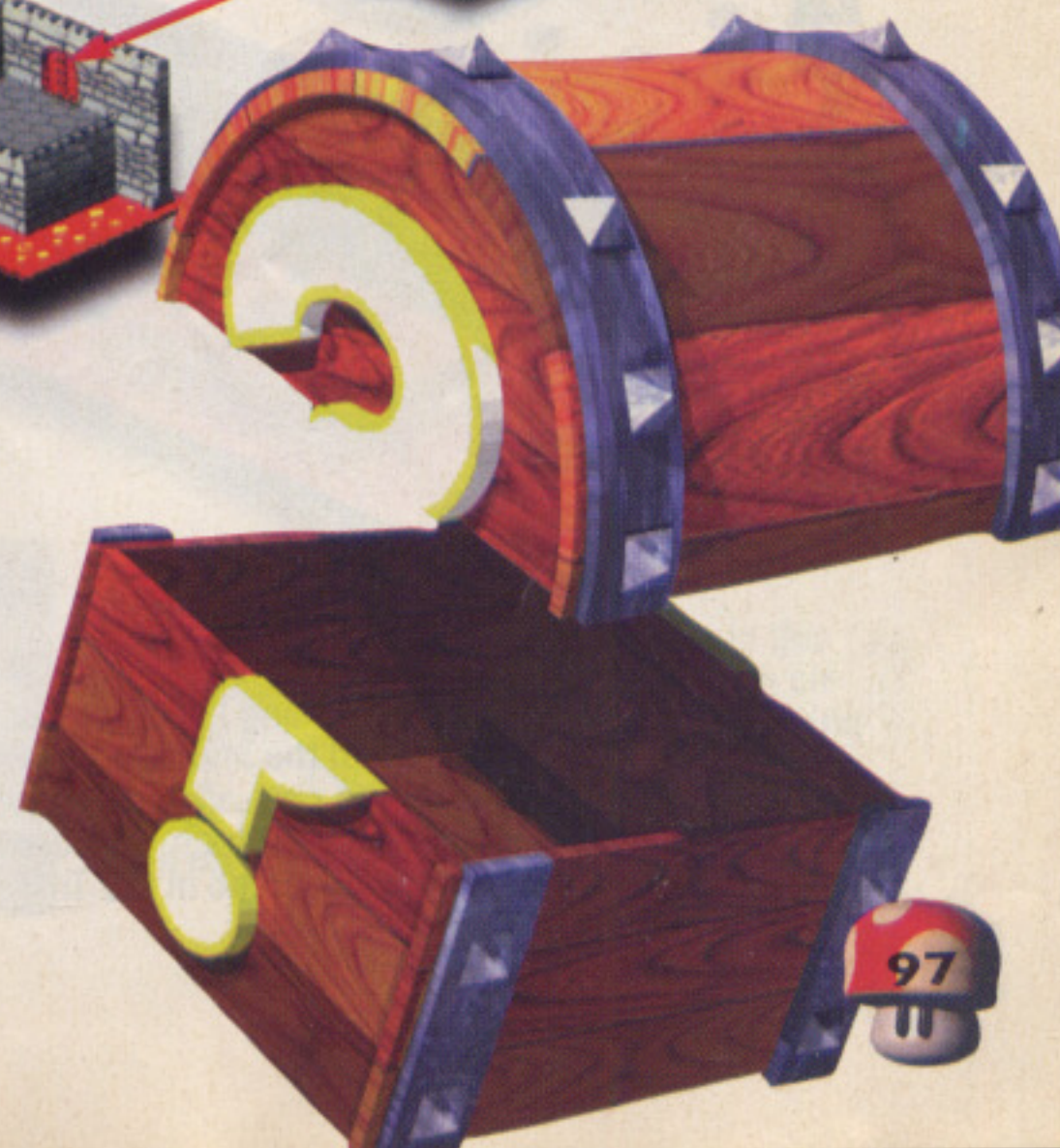
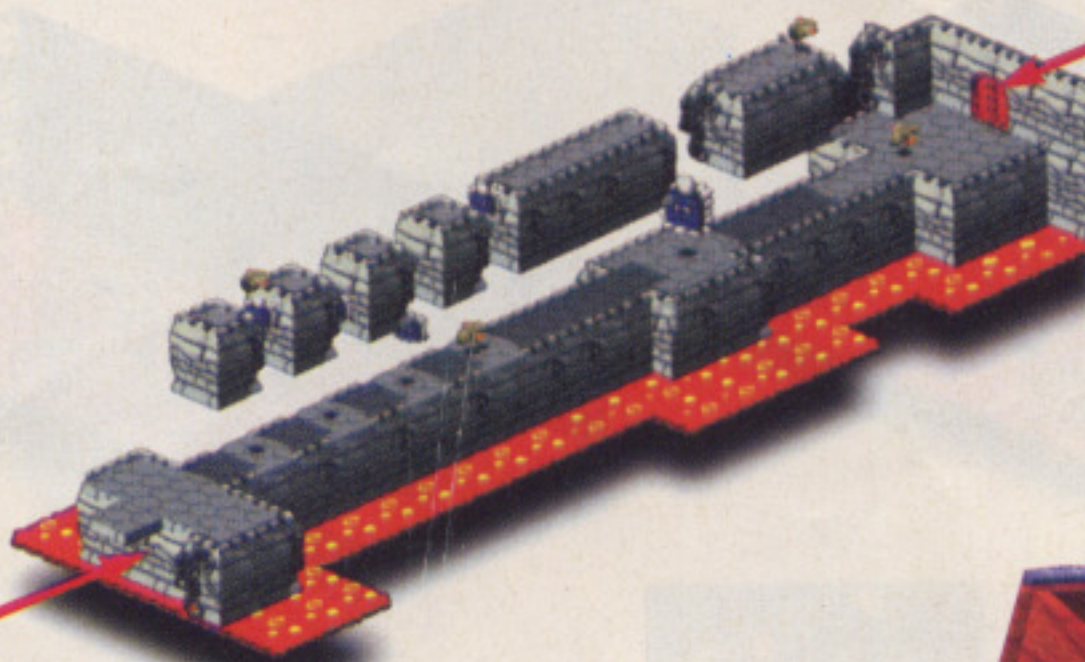
WORLD MAP

THE TREASURE TROVE

The richest site in the game waits behind the six doors. If you complete four of the courses and defeat Magikoopa (a piece of cake), then you'll find yourself at the Treasure Box that never runs out of coins. The downside is that you can carry only 999 coins. Your old friend, Croco, will be on hand to sell you supplies.

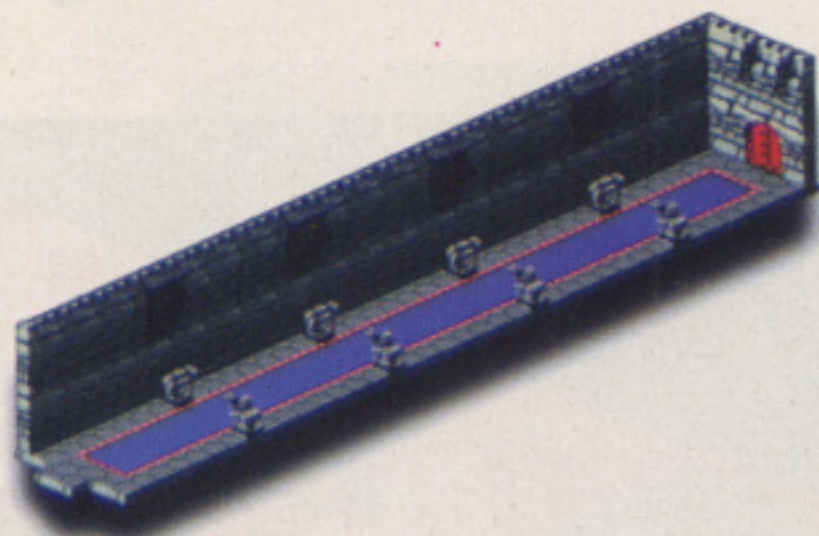


AFTER CLEARING FOUR OF THE SIX DOORS (FROM PG. 99)



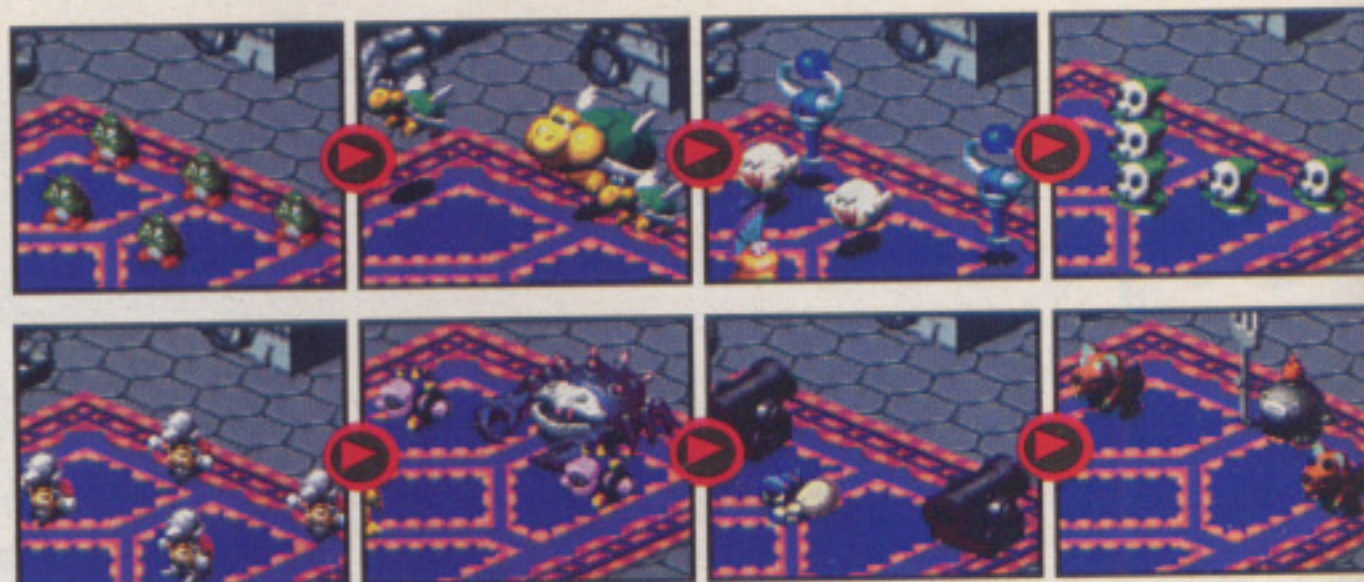


BATTLE



The Battle Courses behind two of the doors shouldn't present many problems. Each course consists of several corridors filled with enemies. Move down the corridor and fight the enemies. Mario, Bowser and either Mallow or Geno make up the best party to face these enemies.

BATTLE 1-1



BATTLE 2-1

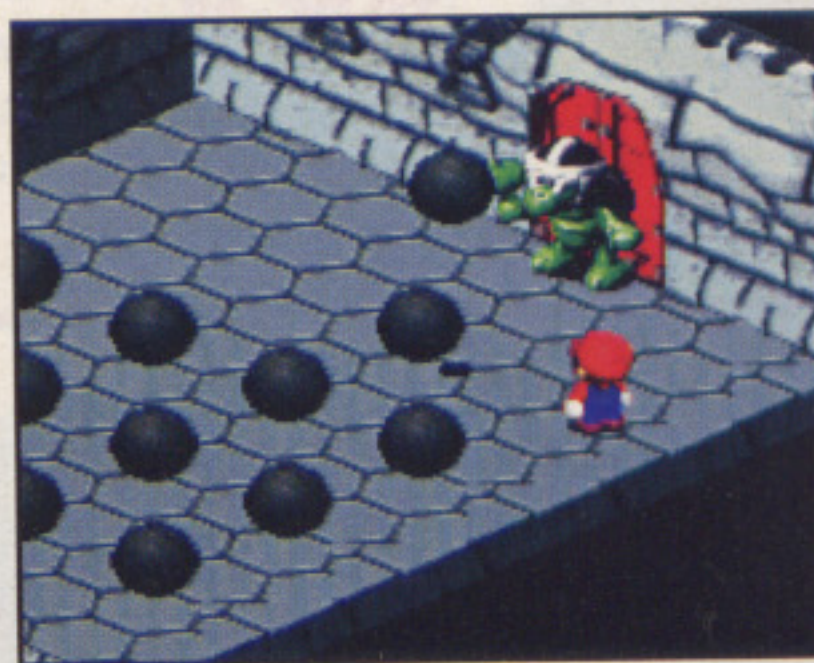


PUZZLE 1-1

In this puzzle, you and a Hammer Bro. named Dr. Topper compete to avoid taking the 21st coin in the box. You can take up to four coins at a time, then Topper takes coins. Keep count and don't let Topper leave you with the 21st coin. To avoid that humiliation, you never allow Topper to begin a turn on the 17th coin, because if you do, he can take four coins, leaving you with the 21st.

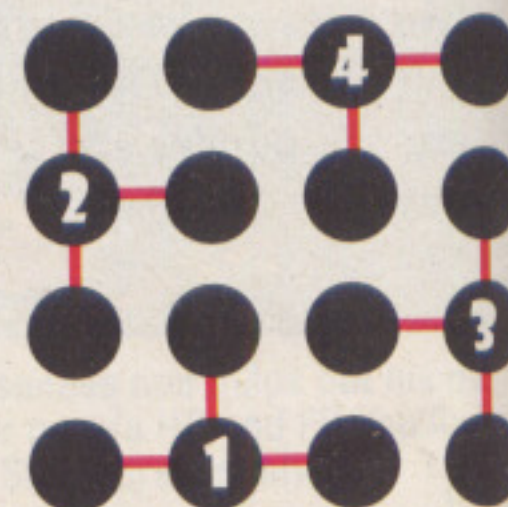


PUZZLE 1-2

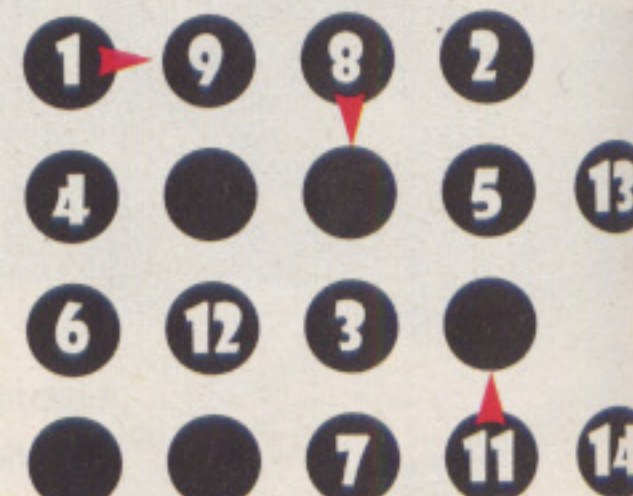


PUZZLE 1-3

Dr. Topper's button puzzle begins with a room filled with 16 buttons in the On or Up position. Your job is to push all of them Off or Down. When you jump on a button, the buttons immediately surrounding it are reversed. Use the pattern shown here to blaze through this puzzle. It's simple once you see how the buttons compose four T patterns.

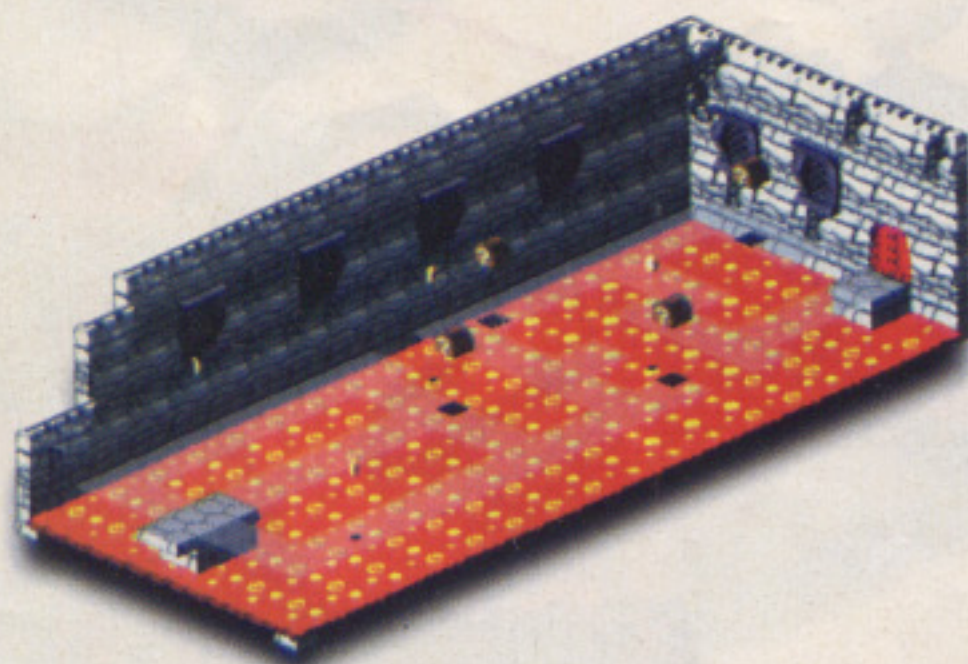


Now, Dr. Topper has set out 16 cannonballs. Eliminate one cannonball by kicking another cannonball over it. You have to eliminate all but the final cannonball in this manner. Follow the suggested strategy set out below. Kick in the direction of the arrow for positions 1, 8 and 11. All you have to remember is to keep the cannonballs together in grouped pairs.



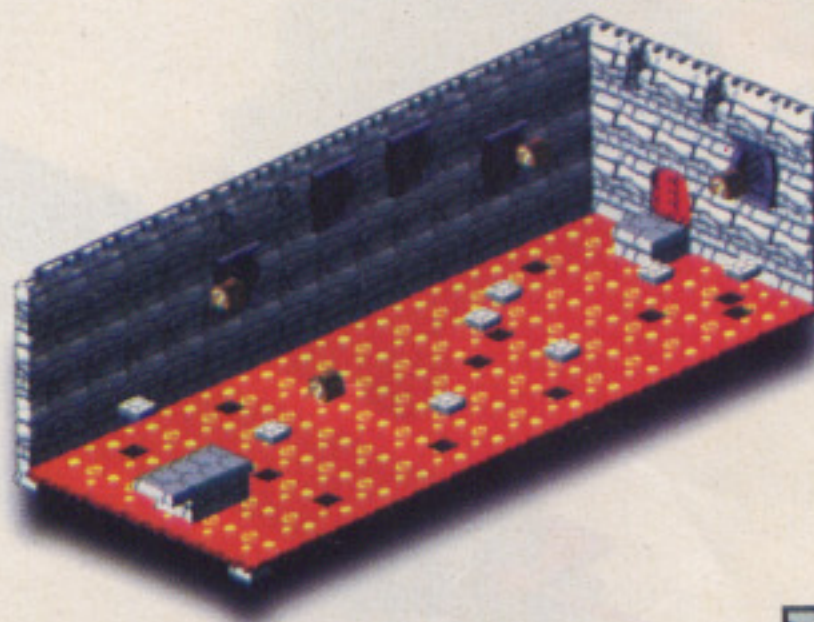
PUZZLE

ACTION



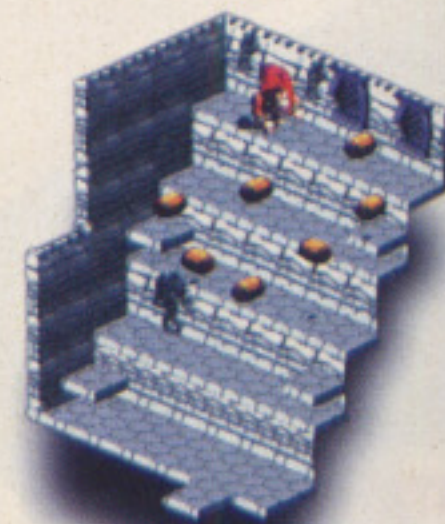
ACTION 1-1

This room is filled with boiling lava, but you can stay out of the heat by sticking to the invisible catwalks. If you jump, you will reveal the catwalks for a short time, allowing you to pick out your path. Be sure to collect the cool stuff such as the Ice Bomb in the Treasure Boxes.



ACTION 1-2

In this room, the trick is to jump from one moving platform to another. The route is very direct. Take the platforms that move straight ahead from the ledge where you begin. Keep taking platforms that move you toward the far door.

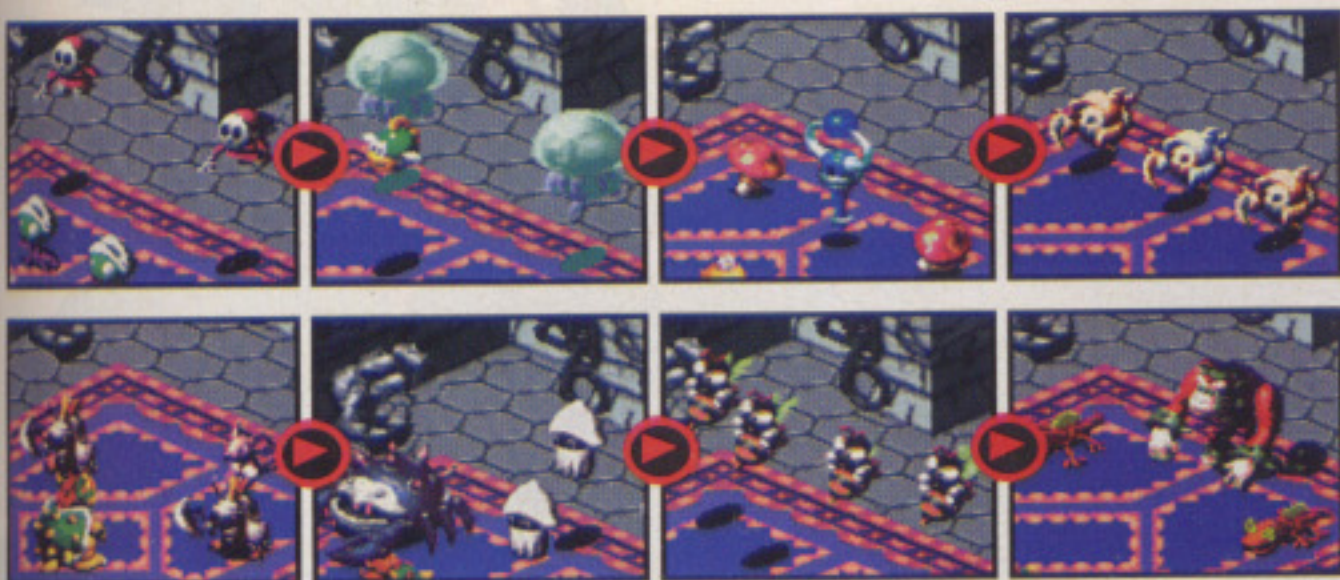


ACTION 1-3

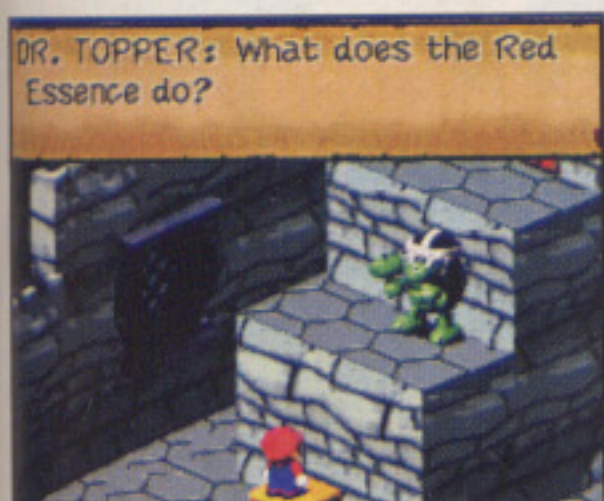
Mario's first nemesis returns, rolling barrels down four ramps at the plumber. Sprint to the first jump point and leap up to the second tier. You can hide behind blocks to avoid the barrels at certain points.



BATTLE 1-2



BATTLE 2-2



PUZZLE 2-1

Dr. Topper's quiz questions can be learned from playing the game. Each time you answer a question correctly, the platform moves up one notch. You have 12 questions and you need to answer eight correctly to reach the door. If you flub a question, though, you drop down two notches.



PUZZLE 2-2



PUZZLE 2-3

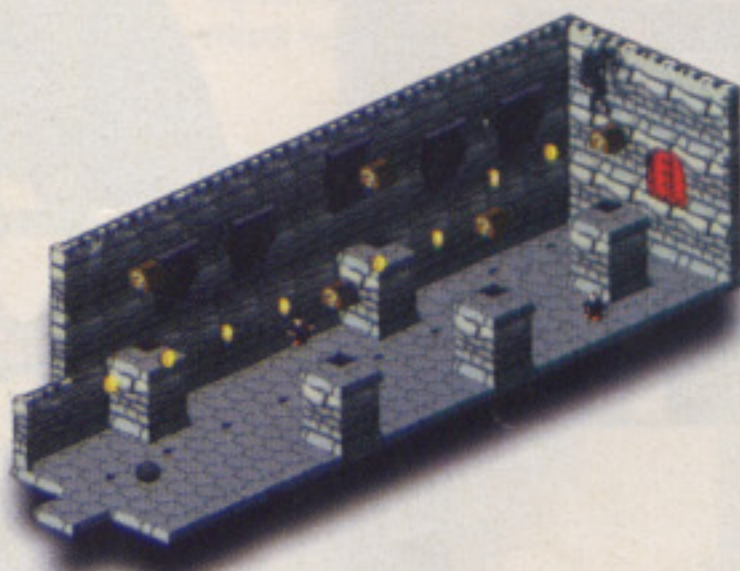
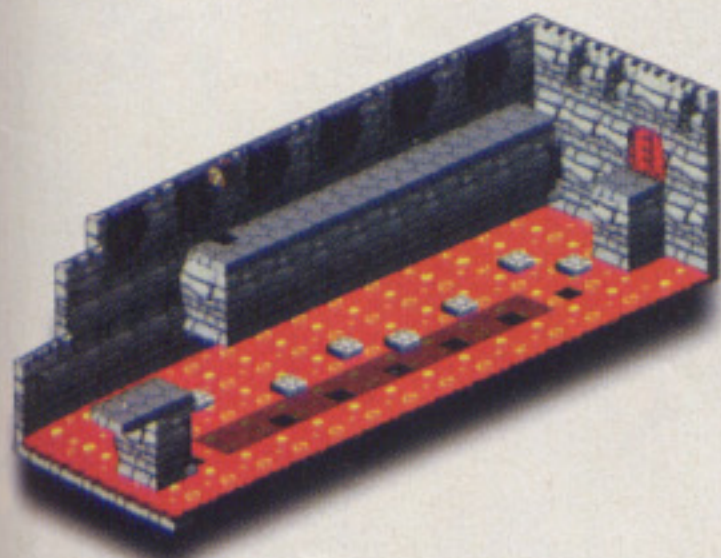
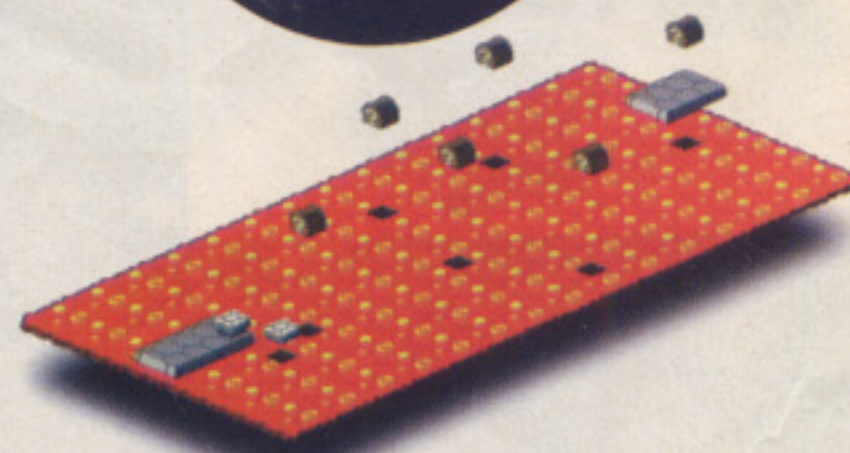
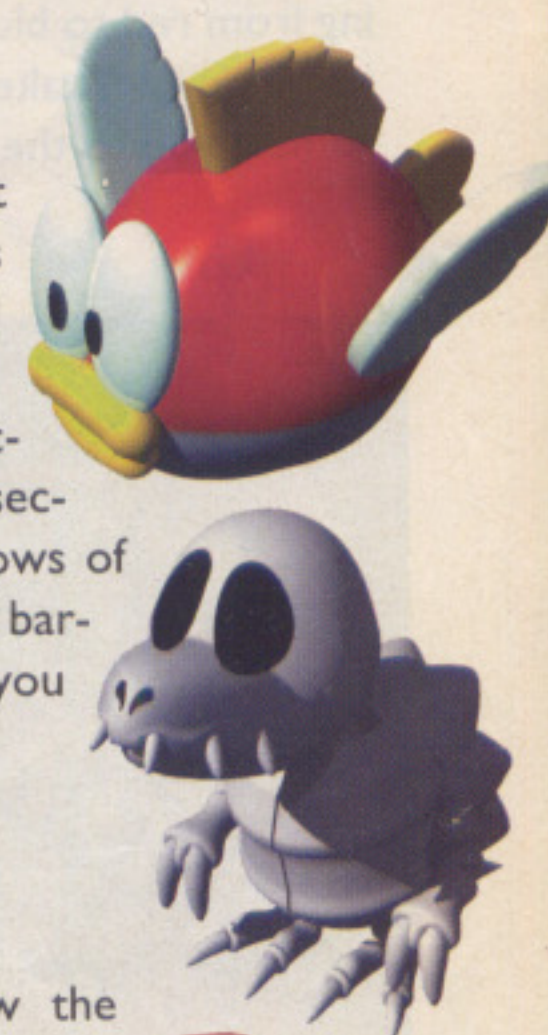
BATTLE 1-3



BATTLE 2-3

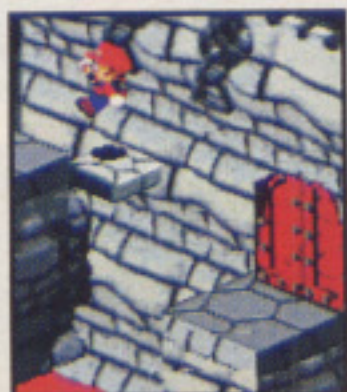
The barrel counting puzzle may seem difficult at first, but it's easy if you look at the patterns and use multiplication for each level. You'll have an easy warm-up round, then the real thing. For the first round, you'll have ten seconds. But you'll have twenty seconds in the second round. In most cases, you'll have four rows of three barrels each and three levels. That's 36 barrels. Counting up the leftovers should get you your final number.

Use the following clues to determine how the speakers finished the triathlon. First place: I outrode (name) on my bike, and (name) was never able to pass me. 2nd place: I fell into 4th place during the bike race, but finally ended up in the same place as I did in the swimming event. 3rd place: I placed the same in the swimming and cycling events, but 2 others beat me in the marathon. 4th place: I came in 3rd for swimming.



ACTION 2-1

Ride the blocks up and down and jump to the next block. This skill course requires good timing in order to leap to the next block while it is low enough for you to reach.



ACTION 2-2

Roll the ball to the base of the pillars, then jump up. The trick is that the controller functions are reversed. Turn your controller around and lure the Bob-ombs to the far side of the room to give you more time.



ACTION 2-3

The platforms are on the move again in this action course. In this case, one platform circles another. You have to jump on the moving platform so that you move toward the far exit. You can jump to the Treasure Boxes, as well, but it isn't necessary to finish the course.



BOOMER



Once more, Mario battles with a blowhard on Bowser's chandeliers. Sound familiar? Save your Flower Points by sticking to Regular Attacks. Occasionally Boomer will take a swipe at you with his sword, but will seldom cause much damage, especially if you've protected your troops with a Crystalline. Boomer will also replenish his energy, changing from red to blue as he does. Eventually this wannabe tough guy will take a dive, leaving Chandeli-skull-like-Ho to haul you to the top of Bowser's Keep.



EXOR

At long last you cross swords with the giant invader that fell into Bowser's Keep. Exor, the skull-like mask on top of the sword's handle, is defended by the Left Eye, Right Eye and the mouth, which for some inscrutable reason is named Neosquid. Approach the four foes methodically. Attack one evil eye, then the other, and then the Neosquid. An eye showing spirals is out of commission, but can revive temporarily. Once stripped of all defenders, Exor is actually quite vulnerable.



It's easier to survive the night of the long knife with a Crystalline boost.



If you juiced up your defenses, Exor & Co.'s flashy attacks will inflict relatively little damage. Given breathing space, the Princess unleashes some surprisingly tough attacks.

PLUNGING TO PERIL



After defeating Exor, Mario and friends scarcely have time to celebrate before Neosquid opens wide one last time and sucks the five heroes in a terrifying spiral through space to Smithy Factory. They'll land in a strange, cloud-bound world suspended between earth and the stars.

A trampoline next to where Mario and friends land offers their last chance to revisit the normal world below. A quick snooze at Mario's Pad might be just what they need before strolling through the factory gates.



SMITHY FACTORY

Mario and friends find themselves in a place unlike any place on earth. Smithy's Gang has carefully built up this maze of conveyor belts, stamping mills and giant bolts for one purpose only: to manufacture doom and destruction!



COWARDLY KOOPA

Figuring that he's got his castle back at last, Bowser doesn't

see any more reason to stick his neck out for his allies. Geno nips this would-be mutiny in the bud, arguing that Smithy could always return to rock Bowser's world unless he's beaten for good. When Bowser realizes that he can't be sure of having his Keep for keeps, he agrees to tag along. Good thing, too. Thanks to his brute force, Bowser is one Troopa you definitely want on your side as you go into the home stretch.

BOWSER: Hey! I only joined so that I could get my castle back.



GENO: Bowser, you're completely missing the point.

Leave it to the living doll to teach the royal Koopa Troopa a thing or two about loyalty.



Some players like to equip the Princess or Bowser with the Experience Ring and send Geno or Mallow into battle, especially against the lightweight enemies early in this stage.



DREAM TEAM



MARIO

Pin the Safety Badge to Mario's Hero Shirt and arm him with the Lazy Shell weapon. Shortly after entering the factory, you'll come across a Treasure Box containing an Ultra Hammer. Ignore this weapon. It actually lowers Mario's attack ability.



PRINCESS TOADSTOOL

The Princess' weapon of choice is the Frying Pan, while her favorite armor is the Lazy Shell. The Rare Scarf boosts her defenses even more. Croco conned you if he sold you the Royal Dress. It doesn't offer nearly as much protection as the Lazy Shell.

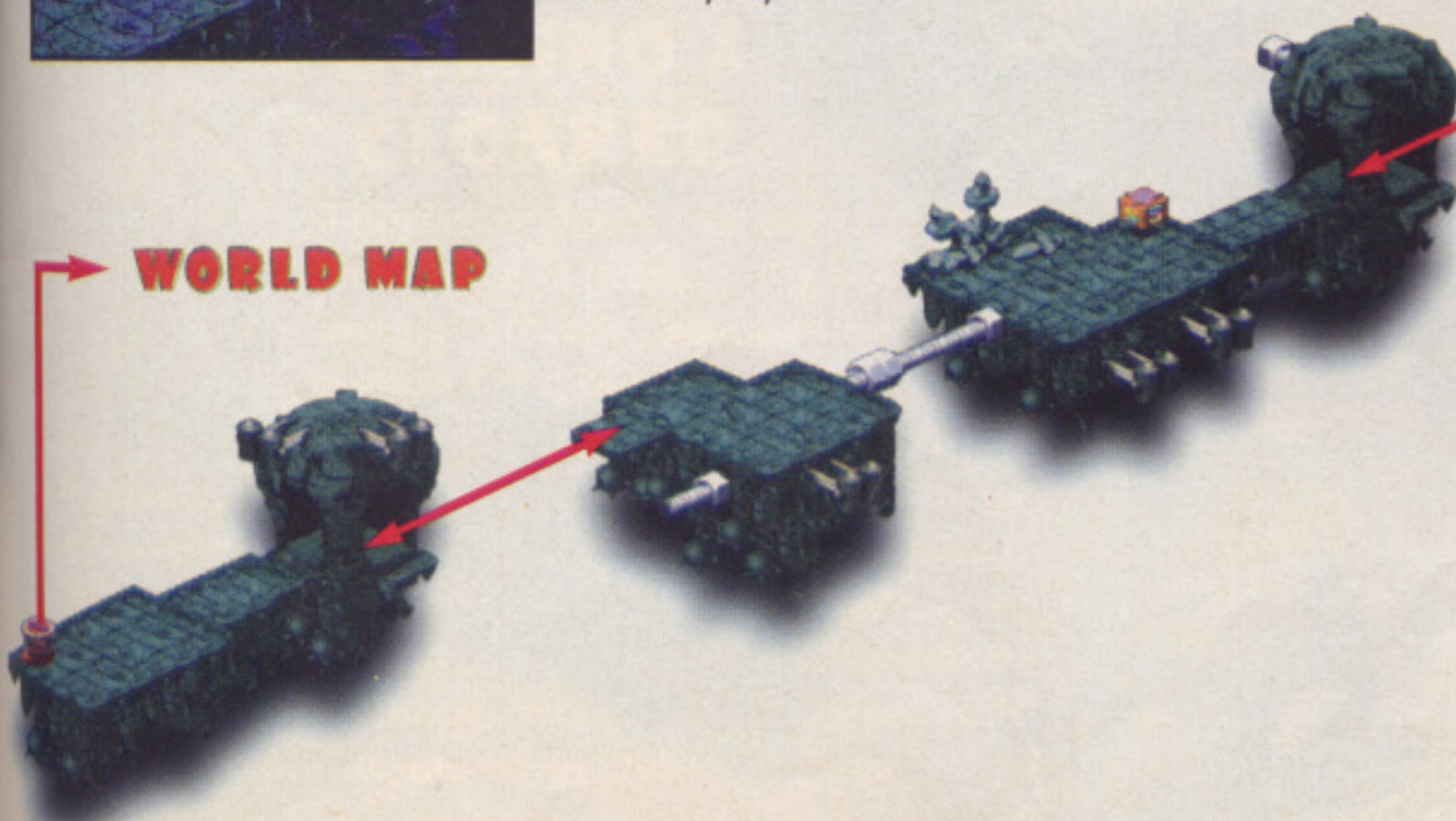


BOWSER

You won't need Bowser's Special Attacks much if you've found the Drill Claw. Attach the Heal Shell to Bowser's back with the Jinx Belt and you've really got yourself a lean, mean fighting machine.



WORLD MAP



TO PG. 102



Stand on the screw bridges and jump straight up to get yourself moving. If you miss, you'll just trampoline back to where you slipped. Geno and Mallow are your best choices for fighting the Greapers hovering overhead.



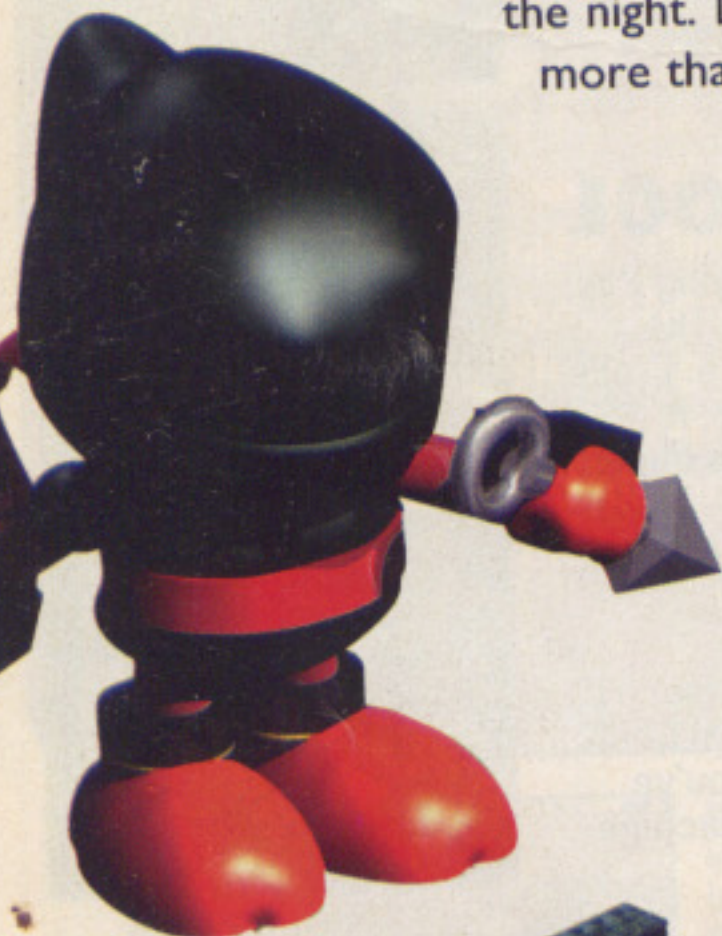
COUNT DOWN

Slam down Count Down, then ring the bells of the two Ding-A-Lings up top. You'll want to clean the clock first to ward off its impressive recovery magic. If you ease up at all, Count Down will decide it's time to unleash a potent attack like the Aurora Flash. Rely on your Regular Attacks if you want to beat the fearsome threesome in a timely manner. Mario's Jump Attacks don't faze Count Down, but they really hurt his partners in chime.

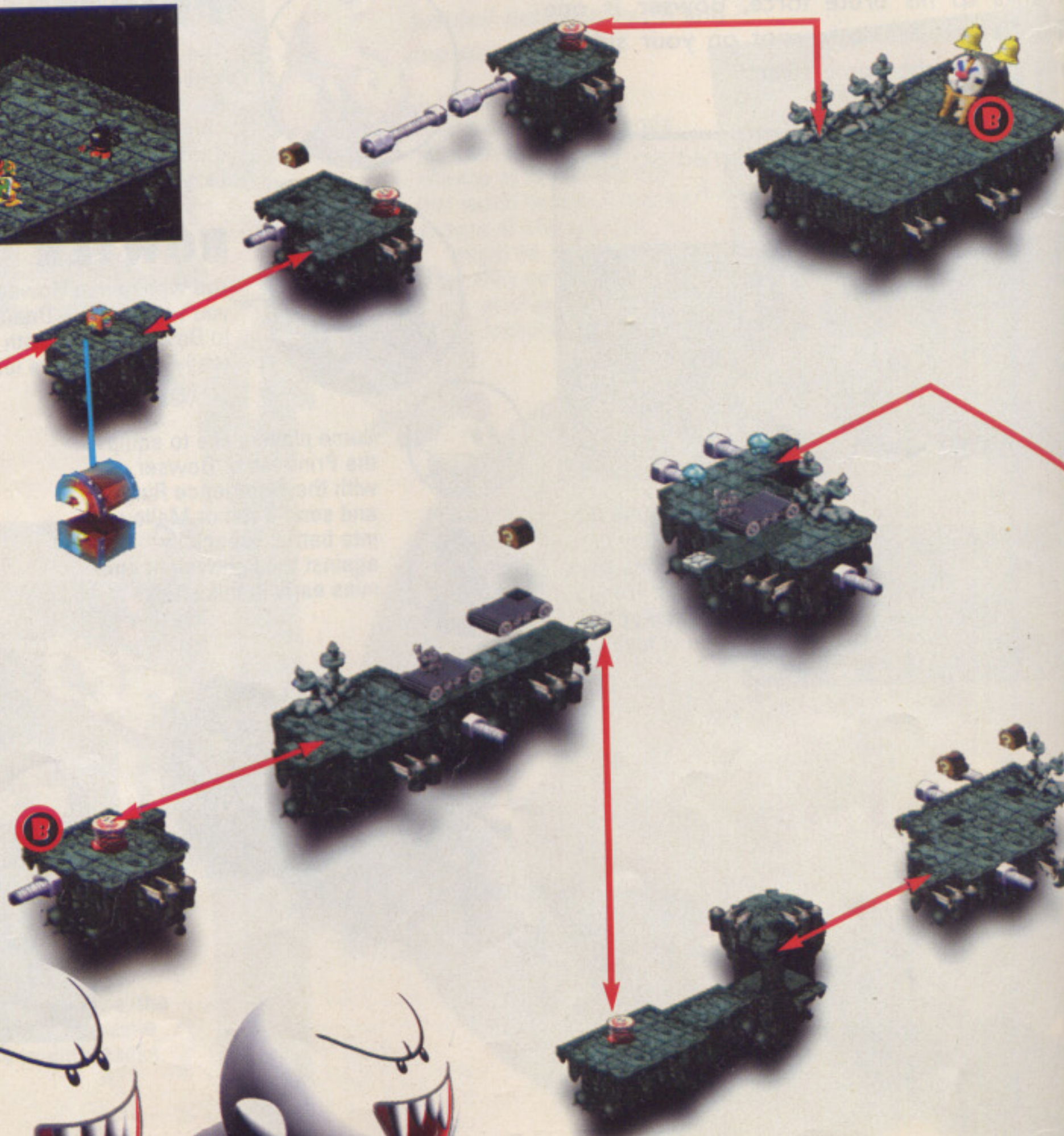
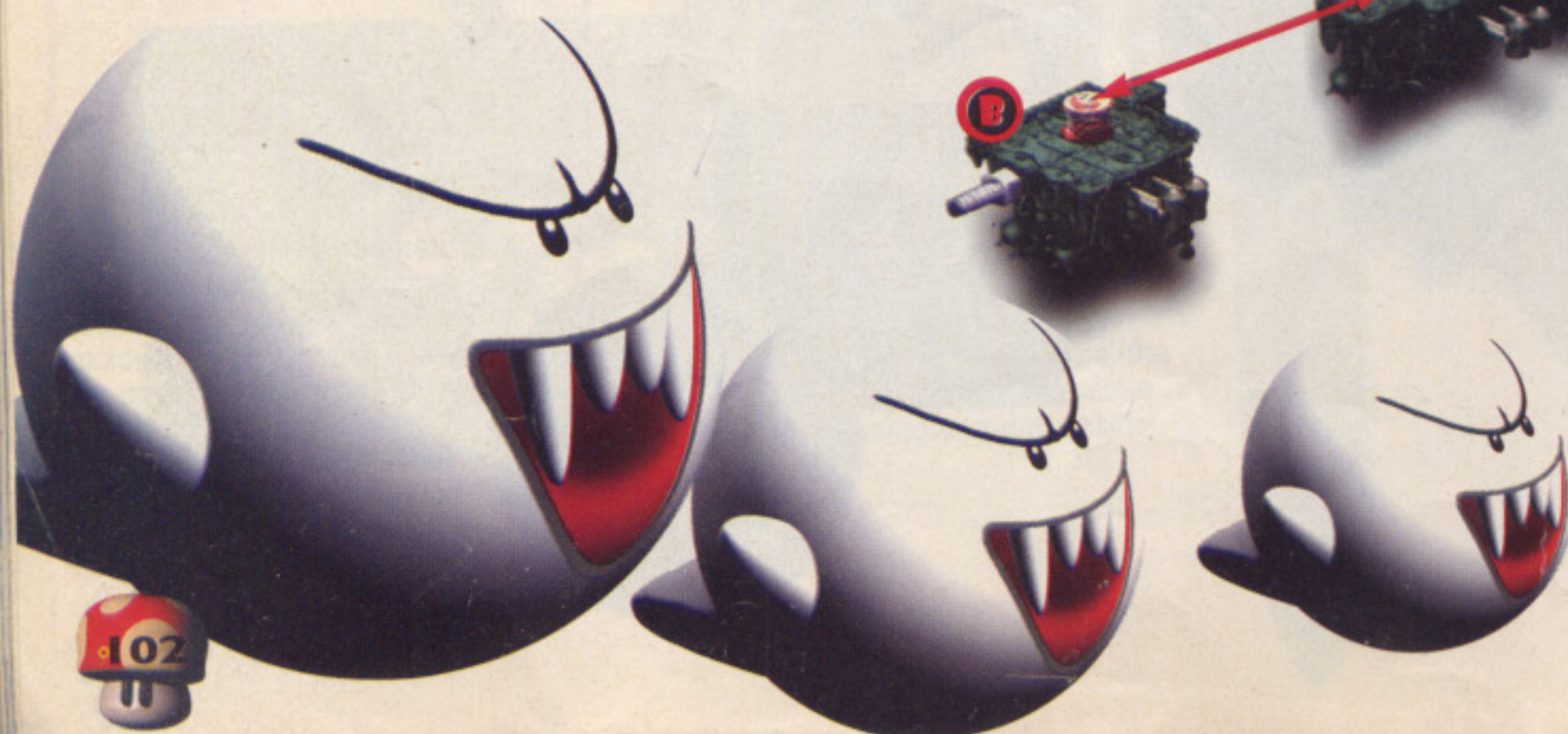


NINJA

After you've absconded with all their Hit Points, these black-clad belligerents deliver one last attack before slipping off into the night. Despite their sinister appearance, Ninjas seldom cause more than a pin-prick's worth of damage.



FROM PG. 101





LAST MINUTE SHOPPING

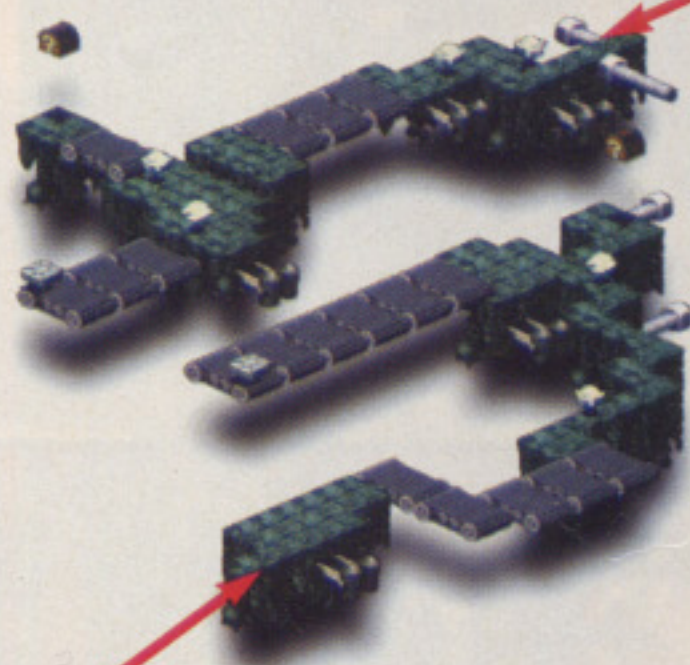
When Domino and Cloaker scam, they'll leave a trampoline behind. But Mario can practically smell Smithy up ahead, so why should he want to turn back now? Head up and left and you'll find yourself in the heart of Smithy Factory. But wait. Who's this hard on your heels? Why, it's Toad, with a bagful of goodies for your last-minute shopping needs! Before splurging, note that your HP and FP will automatically refill after every battle from here on out. Anticipate Smithy's attacks on the Princess by stocking up with at least three Pick Me Ups.



TOADSTOOL: I'm sorry I snuck out without telling you or the Chancellor.



Buy	Mid Mushroom
Revives downed allies	Max Mushroom
Price	Maple Syrup
3	Pick Me Up
Coins	Able Juice
999	Freshen Up
No. owned: 8	Froggie Drink
Cancel w/D	



TO PG. 104

THE FACTORY TRAPDOOR

When you reach the Ninjas, fight your way to the upper end of the platform. Enter a back room where you'll find a Flower and a Mushroom in two Treasure Boxes. Return to Ninjaville and leap on the raised platform where the Machine-made Yaridoviches keep landing. With a great shudder, the platform will give way, plunging you into a duel with Domino and Cloaker!



DOMINO & CLOAKER

They may dress like jesters, but beating these guys is no laughing matter! Domino has meaner magic attacks, so eliminate him first. Cloaker talks a good fight, but when left alone he'll beat a hasty retreat to a giant mechanical python named Earthlink. At this point you should focus all your energies on defanging Earthlink. Once the snake is squished, Cloaker will vamoose. Rely on Mario and Bowser's Regular Attacks throughout this bout. When the Princess isn't attacking, she should be in Defense mode.





SAVE RAVE



After firing Smithy's Clerk, Manager and Director, you'll come across the game's last Save Block. You can return to Toad any time before you hop on the last switch, which takes you to Smithy. In the last room you'll find the Factory Director and his bizarre but powerful new weapon: Gun Yolk!

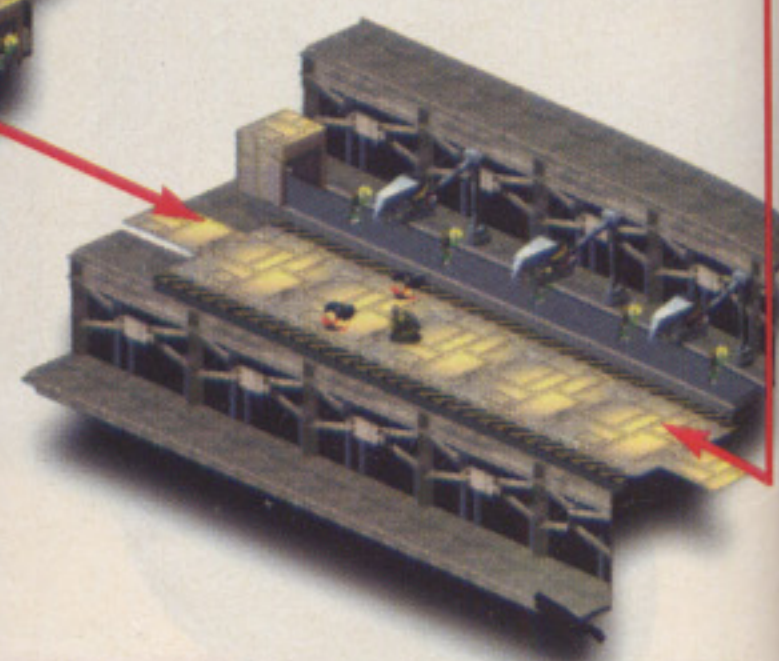
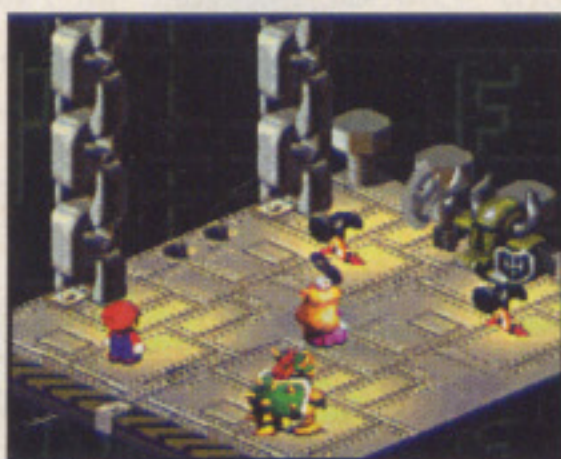


FROM PG. 103



MAKING MISCHIEF

To his horror, Mario discovers that middle management has stepped up production of a whole new generation of mechwarriors. Throw a monkey wrench in the assembly line by fighting the Clerk, Manager and Director. Each time, you should concentrate on the boss and ignore his lackluster lackeys. However, the Factory Manager and Gun Yolk make a troublesome team. Make quick work of them with Mario's Ultra Jump and the Bowser Crush, while the Princess hurls bombs.



SMITHY

Jump down one last pipe to the source of all the world's troubles. With his flowing white beard, Smithy looks like a diabolical Santa Claus, pounding out spring-loaded Shypers with his huge sledgehammer. Because these new weapons will immediately go into battle, you should cut off Smithy's iron diet by smashing Smelter. Princess Toadstool can score major hits if she tosses Rock Candy, but she shouldn't bother to use her Frying Pan and Psych Bomb. Eventually, Smithy's violent attacks will shudder the factory apart, plunging everyone into a nightmarish pit of giant gears and hideous masks. Burning with rage, Smithy will drop his bearded disguise and reveal his true self: a morphing, head-banging metalhead! This is a whole new battle, so use a new Crystalline and Power Blast if you have them. Mario should head for Smithy's head while Bowser and Toadstool zero in on his chest. Occasionally, Smithy's dark magic will prevent all attacks on his chest. Even in this inferno, the Fire Bomb will scorch Smithy's head and chest for 180 HP apiece.



SUPER MARIO RPG LEGEND OF THE SEVEN STARS

Is a belligerent about to get the better of you? Wondering if that clever shopkeeper is giving you a good deal or the shaft? Unsure which ring, scarf or belt to wear into battle? Then read on. The pros at Nintendo have put together an exhaustive encyclopedia of Mario's world. And it's all for your gaming pleasure!

HANDBOOK FOR HEROES

























ENEMIES WHO'S WHO









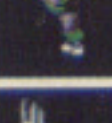










Occasionally, a vanquished enemy will surrender the indicated item. When two items are listed, the odds of winning the first item are much higher.







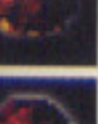


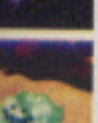


































ENEMIES

NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
										JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
ALLEY RAT	4	105	70	55	13	12	9	3	MUSHROOM												
AMANITA	2	52	35	30	31	18	3	0	MUSHROOM											•	
AMEBOID	7	220	130	1	30	120	10	0	ROYAL SYRUP	•									•		
APPRENTICE	3	120	50	50	20	20	1	4	MID MUSHROOM												•
ARACHNE	2	82	35	35	6	0	6	6	ABLE JUICE												•
ARMORED ANT	6	230	130	120	24	80	30	5			•										•
ARTICHOKER	3	200	50	54	27	24	12	10	FEAR BOMB			•						•	•		
BAHAMUTT	7	1200	220	120	120	80	50	200			•			•		•					•
BANDANA BLUE	4	150	80	60	20	30	20	0											•	•	
BANDANA RED	4	120	78	60	25	25	18	10	MUSHROOM										•	•	
BIG BERTHA	7	350	170	130	0	0	35	7												•	
BIRDY	6	150	110	75	55	13	16	3	ENERGIZER		•					•					•
BLASTER	3	120	70	70	0	10	12	0	PICK ME UP											•	
BLOOBER	4	130	80	36	21	16	12	0											•	•	
BLUEBIRD	6	200	95	50	80	94	14	6	BRACER				•			•			•		
BOB-OMB	3	90	50	38	1	10	4	1	PICK ME UP									•	•		
BOX BOY	5	900	180	110	80	40	100	150			•	•	•	•	•	•	•	•			
BUZZER	2	43	37	15	4	1	4	1											•		•
CARROBOSCIS	3	90	55	44	28	22	10	4	ABLE JUICE									•	•		











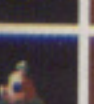
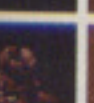








	NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
											JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
	CHAINED KONG	6	355	150	80	22	50	35	8	MAX MUSHROOM		•										•
	CHESTER	7	500	170	100	80	20	0	0			•	•	•	•	•	•	•	•			
	CHEWY	5	90	110	82	70	52	14	0	SLEEPY BOMB	•				•	•	•	•				
	CHOMP	3	100	60	65	5	31	10	0	MUSHROOM											•	
	CHOMP CHOMP	5	150	100	92	14	30	12	5												•	
	CHOW	3,5	80	82	77	8	28	15	3						•		•					
	CLUSTER	3	60	50	50	21	10	8	8	PICK ME UP	•											
	CORKPEDITE (HEAD)	6	200	130	110	80	20	50	10	FEAR BOMB		•			•	•	•	•				•
	CORKPEDITE (BODY)	6	300	100	99	6	1	30	0	HONEY SYRUP, ROYAL SYRUP		•			•	•	•	•				•
	CROOK	2	38	35	32	12	25	10	10	HONEY SYRUP												
	CRUSTY	4	80	100	100	12	35	25	7	HONEY SYRUP, ROYAL SYRUP	•									•	•	
	DOPPEL	7	333	140	60	44	50	40	12	PURE WATER	•											
	DRY BONES	4	0	74	0	7	0	12	5	PURE WATER, MAX MUSHROOM											•	
	ENIGMA	3	150	55	40	30	35	10	5	MAPLE SYRUP									•			
	FAUTSO	7	420	130	100	60	60	5	0			•	•		•	•		•	•			•
	FINK FLOWER	3,5	200	95	32	63	90	20	2	MID MUSHROOM					•	•	•	•		•		
	FIREBALL	3	10	55	16	30	16	8	0	PICK ME UP		•							•			•
	FROGOG	2	80	15	8	0	8	3	4	MUSHROOM										•	•	
	GECKIT	5	100	84	63	20	8	18	0	ABLE JUICE		•										•
	GECKO	4	92	68	46	9	32	10	0				•							•		
	GLUM REAPER	7	180	120	55	60	80	35	3	PURE WATER	•											
	GOBY	2	40	22	14	2	10	3	2	MUSHROOM											•	

	NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
											JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
	GOOMBA	1	16	3	3	1	1	1	0												•	
	GOOMBETTE	4	100	90	10	30	30	0	0										•	•	•	
	GORGON	4	140	86	73	24	52	20	0	MID MUSHROOM											•	
	GU GOOMBA	7	132	115	66	13	66	15	1	MAX MUSHROOM												
	GUERRILLA	2	135	42	32	1	5	8	8	ABLE JUICE											•	
	HEAVY TROOPA	6	250	160	100	1	50	32	4										•			
	HIDON	4	600	110	90	60	30	50	100			•	•	•	•	•	•	•	•	•		
	HIPPOPO	7	400	150	110	85	53	80	50						•	•	•	•			•	
	HOBGOBLIN	2	50	22	22	8	12	4	3	PURE WATER									•			
	JABIT	7	150	120	95	27	34	0	0												•	
	JAWFUL	6	278	130	110	8	12	27	0	SLEEPY BOMB					•							
	JESTER	3	151	48	35	22	35	10	10				•	•						•		
	K-9	1	30	13	13	1	10	2	0													
	KINKLINK	1	0	0	0	0	0	0	0													
	KRIFFID	5	320	95	100	50	40	35	6			•				•						•
	LAKITU	3	124	450	43	35	40	10	3	MID MUSHROOM, MAPLE SYRUP			•									
	LEUKO	4	220	65	50	42	60	20	3	MID MUSHROOM, HONEY SYRUP			•							•		
	LI'L BOO	7	66	120	20	74	120	28	0		•											
	MACHINE MADE (AXEM BLACK)	7	120	120	110	4	40	20	0	MAX MUSHROOM					•		•				•	
	MACHINE MADE (AXEM GREEN)	7	80	105	80	80	120	10	0	ROYAL SYRUP							•	•				•
	MACHINE MADE (AXEM PINK)	7	100	95	90	40	100	30	0	MAPLE SYRUP							•	•		•		•
	MACHINE MADE (AXEM RED)	7	180	135	95	24	80	50	0	ROYAL SYRUP		•			•		•					•

NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
										JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
 MACHINE MADE (AXEM YELLOW)	7	200	140	130	16	20	25	0	MAX MUSHROOM			•			•	•		•			
 MACHINE MADE (BOWYER)	7	1000	150	120	90	80	150	40	ICE BOMB					•	•	•	•				
 MACHINE MADE (DRILL BIT)	7	180	130	82	31	69	0	0													
 MACHINE MADE (MACK)	7	300	160	120	95	40	120	30	FIRE BOMB					•	•	•	•			•	
 MACHINE MADE (SHYSTER)	7	100	135	95	90	65	0	0													
 MACHINE MADE (YARIDOVICH)	7	800	180	130	90	50	180	50						•	•	•	•				
 MAGMITE	3	26	45	70	3	1	5	1		•											•
 MAGMUS	6	50	110	140	3	25	18	3	BRACER	•	•			•	•	•	•				•
 MALAKOOPA	7	95	130	120	47	98	23	3	HONEY SYRUP											•	
 MASTADOOM	4	180	90	65	30	50	20	0	MID MUSHROOM			•						•			
 MOKURA	5	620	0	0	50	60	30	0		•		•		•		•	•				
 MR. KIPPER	4	133	75	45	14	10	8	2	ABLE JUICE									•	•		
 MUCKLE	6	320	90	44	90	44	6	3	ICE BOMB				•	•	•	•	•	•			
 MUKUMUKU	4	108	60	47	22	30	8	1	MAPLE SYRUP			•						•			
 NINJA	7	235	130	76	51	67	32	6	MAPLE SYRUP		•	•	•	•	•	•	•				
 OCTOLOT	2	99	38	27	25	30	6	4	HONEY SYRUP									•	•		
 OCTOVADER	5	250	90	50	63	50	30	8				•						•			
 OERLIKON	6	85	120	125	17	50	22	0	ENERGIZER	•	•			•	•	•	•				•
 ORB USER	3	8	42	80	28	40	5	2	HONEY SYRUP		•	•	•								
 ORBISON	6	30	113	140	63	65	18	0	PURE WATER		•	•	•					•			
 PANDORITE	2	300	30	20	20	20	20	30	FLOWER JAR		•	•	•	•	•	•	•	•			

	NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
											JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
	PINWHEEL	6	99	120	90	70	66	23	0	PICK ME UP			•		•	•	•	•				
	PIRANHA PLANT	2	168	45	14	20	22	5	5	SLEEPY BOMB	•											
	POUNDER	7	180	130	70	45	60	24	2												•	
	POUNDETTE	7	150	140	60	66	45	28	3												•	
	PULSAR	4	69	75	90	33	35	15	12	PICK ME UP	•									•		
	PUPPOX	7	300	145	110	20	32	30	10				•							•		
	PYROSPHERE	6	167	105	66	100	48	17	2			•				•						•
	RAT FUNK	2	32	20	14	0	6	2	6	ABLE JUICE										•		
	REACHER	4	18	4	95	75	80	30	8												•	
	REMO CON	3	88	56	52	25	10	8	7	HONEY SYRUP			•	•						•		
	RIBBITE	5	250	115	20	31	29	22	8			•				•				•		
	ROB-OMB	3	42	54	63	1	20	6	1	PICK ME UP									•	•		
	SACKIT	4	152	70	53	13	20	20	30	MAX MUSHROOM, ROYAL SYRUP												
	SHADOW	2	85	24	5	20	20	3	2	PICK ME UP	•											
	SHAMAN	6	150	92	50	80	90	17	4	MAPLE SYRUP, HONEY SYRUP												
	SHOGUN	5	150	100	80	1	32	24	10	PICK ME UP					•		•					•
	SHY AWAY	5	140	90	50	39	73	1	30	HONEY SYRUP												•
	SHY GUY	2	78	29	30	20	6	2	1													
	SHY RANGER	3	300	100	80	4	10	60	1		•	•	•	•								
	SHYPER	2	30	20	26	18	10	3	2	HONEY SYRUP												
	SKYTROOPA	1	10	4	16	6	4	1	1	MUSHROOM									•			
	SLING SHY	6	120	108	80	42	21	3	20	HONEY SYRUP												



NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
										JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
 SNAPDRAGON	2	90	28	25	31	25	4	3	MUSHROOM										•		
 SNIFIT	3	200	60	60	20	20	2	15	MUSHROOM												•
 SPARKY	2	120	40	1	38	50	4	1			•										•
 SPIKESTER	3	50	48	60	12	4	6	2		•											•
 SPIKEY	1	20	6	11	4	2	1	2	HONEY SYRUP	•											
 SPINTIRA	5	230	110	70	4	32	30	4	BRACER						•						•
 SPOOKUM	3	98	50	45	32	5	8	4	MID MUSHROOM												•
 SPRINGER	7	122	155	110	100	79	29	2	ENERGIZER												
 STARCRUSTER	7	72	135	145	16	53	36	30		•											•
 STARSLAP	2	62	25	24	4	10	2	2											•	•	
 STINGER	4	65	78	80	23	10	13	1	ABLE JUICE												
 STRAWHEAD	4	131	80	63	18	12	17	12	PURE WATER											•	
 STUMPET	6	500	200	120	6	60	70	15	FEAR BOMB, FIRE BOMB		•			•	•	•	•				•
 TERRA COTTA	7	180	120	85	36	35	35	0	MUSHROOM		•										
 TERRAPIN	1	10	1	8	0	1	0	0													
 THE BIG BOO	2	43	18	0	18	24	2	0	PURE WATER, HONEY SYRUP	•				•							
 TUB-O-TROOPA	7	500	200	80	7	34	40	11												•	
 VOMER	6	0	110	0	9	0	19	0	PURE WATER					•	•	•	•			•	
 WIGGLER	2	120	40	25	18	20	6	10	HONEY SYRUP											•	
 ZEOSTAR	4	90	75	60	28	20	10	3	MUSHROOM										•		



ENEMIES WHO'S WHO











Top enemies will seldom surrender items, but vanquishing them will give you lots of Experience.
























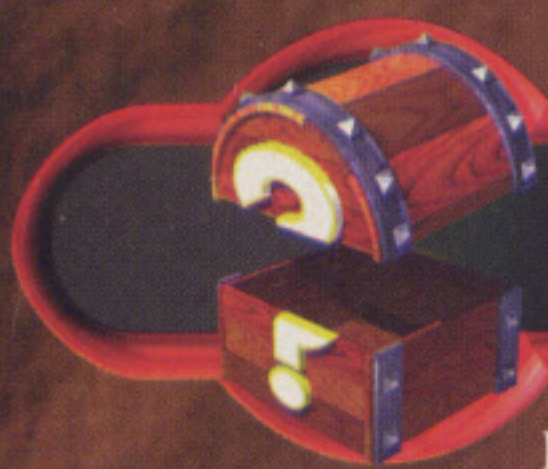
THE MAJOR MEANIES

NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
										JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
AXEM BLACK	6	550	140	120	4	40	40	0						•		•				•	
AXEM GREEN	6	450	110	60	90	120	20	0								•	•				•
AXEM PINK	6	400	120	80	80	100	10	0					•			•	•		•		
AXEM RANGERS	6	999	0	100	120	100	50	0	SIXTH STAR					•	•	•	•			•	
AXEM RED	6	800	150	100	24	80	40	0			•			•		•					•
AXEM YELLOW	6	600	170	130	6	60	30	0				•			•	•		•			
BELOME	2	500	30	25	15	20	30	40								•				•	
BELOME	5	1200	120	80	20	40	80	20					•			•				•	
BIRDO	6	777	160	130	6	100	60	30	CASTLE KEY 2		•			•	•	•	•				
BOOMER	7	2000	200	140	35	26	0	0						•	•	•	•				
BOOSTER	3	800	75	55	1	40	60	100	FLOWER							•		•			
BOWSER CLONE	5	300	130	100	12	0	0	0		•	•			•	•	•	•				•
BOWYER	2	720	50	40	30	35	60	50	FLOWER, SECOND STAR					•	•	•	•				
BUNDT	3	900	65	10	25	50	25	0			•	•	•	•	•	•		•			
CANDLE	3	10	0	0	0	0	0	0						•	•	•	•				
CLERK	7	500	160	100	47	0	0	0													
CLOAKER	7	1200	170	130	12	20	60	0						•	•	•	•				
CLOAKER (ON EARTH LINK)	7	1200	180	130	12	20	60	0						•	•	•	•				
COUNT DOWN	7	2400	0	80	120	80	140	100						•	•	•	•	•		•	

NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
										JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
CROCO	1	320	25	25	30	18	16	10	WALLET, RARE FROG COIN							•			•		
CROCO	3	750	52	50	27	50	30	50	FLOWER JAR, BAMBINO BOMB							•			•		
CULEX	5	4096	250	100	100	80	600	0	QUARTZ CHARM				•	•	•	•	•				
CZAR DRAGON	6	1400	160	100	120	70	100	0			•					•					•
DING-A-LING	7	1200	180	120	20	50	30	0						•	•		•				•
DIRECTOR	7	1000	190	120	57	80	0	0						•	•	•	•			•	
DODO (1ST FIGHT)	6	1000	140	100	9	60	40	0													
DODO (2ND FIGHT)	6	800	140	100	9	60	70	0								•	•		•		
DOMINO	7	900	65	140	120	150	60	0								•	•		•		
DOMINO (ON MAD ADDER)	7	900	65	80	120	150	60	0						•	•	•	•				
DRILL BIT	5	80	85	70	40	56	0	0						•	•	•	•				
EARTH CRYSTAL	5	3200	0	70	80	33	0	0		•				•	•	•	•			•	
EARTH LINK	7	2500	220	120	5	10	200	0						•	•	•	•				
EGGBERT	6	10	210	0	0	0	0	0						•	•	•	•				
EXOR	7	1800	0	120	0	80	100	0				•		•	•	•	•				
FACTORY CHIEF	7	1000	200	120	70	90	0	0				•								•	•
FIRE CRYSTAL	5	2500	0	100	130	60	0	0			•			•	•	•	•				•
GENO CLONE	5	250	120	80	60	30	0	0					•	•	•	•	•				
GRATE GUY	3	900	60	40	25	40	40	15			•					•				•	
GUN YOLK	7	1500	200	130	120	80	0	0			•									•	
HAMMER BRO	1	50	6	13	6	8	3	10	FLOWER JAR, HAMMER	•											

	NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
											JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
	JAGGER	5	600	120	80	0	50	0	0		•	•				•						
	JINX (1ST MATCH)	5	600	140	100	0	80	0	0			•	•	•	•	•	•	•				
	JINX (2ND MATCH)	5	800	160	120	0	90	0	0			•	•	•	•	•	•	•				
	JINX (3RD MATCH)	5	1000	180	140	0	100	0	0	JINX BELT		•	•	•	•	•	•	•				
	JONATHAN JONES	4	820	85	80	25	60	90	50								•					
	KING BOMB	3	500	0	130	80	0	0	0						•	•	•	•	•	•		
	KING CALAMARI	4	800	100	80	30	40	100	100						•	•	•	•		•		
	KNIFE GUY	3	700	70	55	20	10	50	10	FLOWER JAR			•				•			•		
	LEFT EYE	7	300	153	130	47	80	30	0				•				•		•	•		
	MACK	1	480	22	25	15	20	24	20	FIRST STAR					•	•	•	•			•	
	MAD ADDER	7	1500	150	70	90	180	200	0						•	•	•	•				
	MAGIKOOPA	7	1600	100	60	120	100	0	0							•	•	•				
	MALLOW CLONE	5	150	80	65	70	80	0	0				•	•	•	•	•	•				
	MANAGER	7	800	170	110	60	70	0	0													
	MARIO CLONE	5	200	100	90	33	55	0	0		•	•			•	•	•	•				
	MEGASMILAX	5	1000	140	80	70	80	120	0	SEED					•	•	•	•				•
	MEZZO BOMB	3	150	70	40	0	10	0	0								•		•	•		
	MICRO BOMB	3	30	42	30	6	10	0	0								•		•	•		
	NEOSQUID	7	800	180	80	86	50	40	0								•					
	PUNCHINELLO	3	1200	60	42	22	40	0	0	THIRD STAR	•				•	•	•	•				
	RASPBERRY	3	600	70	20	30	30	0	0			•	•	•	•	•	•		•			
	RIGHT EYE	7	500	128	100	82	36	30	0				•				•		•	•		

NAME	WORLD	HP	ATTACK	DEFENSE	MAGIC ATTACK	MAGIC DEFENSE	EXPERIENCE	COINS	ITEM	SPECIAL DEFENSE								WEAK POINT			
										JUMP	FIRE	THUNDER	ICE	FEAR	POISON	SLEEP	SILENCE	JUMP	FIRE	THUNDER	ICE
 SHELLY	6	500	0	80	0	0	0	0						•	•	•	•				
 SHYPER	7	400	170	80	70	50	0	0						•	•	•	•				
 SMEILTER	7	1500	0	120	0	100	0	0			•			•	•	•	•			•	
 SMILAX	5	200	100	80	70	50	0	0						•	•	•	•				•
 SMITHY (1ST FIGHT)	7	2000	230	130	100	100	0	0						•	•	•	•				
 SMITHY (BODY)	7	1000	180	80	20	60	0	0						•	•	•	•				
 SMITHY (HEAD)	7	8000	180	80	60	50	0	0						•	•	•	•				
 SMITHY (MAGIC HEAD)	7	8000	135	50	130	150	0	0			•	•	•	•	•	•	•				
 SMITHY (MASK HEAD)	7	8000	40	150	70	100	0	0		•	•	•		•	•	•	•				•
 SMITHY (TANK HEAD)	7	8000	250	130	10	50	0	0						•	•	•	•			•	
 SMITHY (TREASURE HEAD)	7	8000	150	120	78	80	0	0	SEVENTH STAR			•		•	•	•	•		•		
 TENTACLES, LEFT	4	260	82	50	35	40	0	0								•	•		•		
 TENTACLES, RIGHT	4	200	87	70	35	23	0	0								•	•		•		
 TOADSTOOL CLONE	5	120	90	60	62	70	0	0						•	•	•	•				
 TORTE	3	100	60	50	8	27	0	0						•	•	•	•				
 VALENTINA	6	2000	120	80	80	60	120	200					•	•	•	•	•				
 WATER CRYSTAL	5	1800	0	130	120	50	0	0					•	•	•	•	•		•		
 WIND CRYSTAL	5	800	0	200	60	88	0	0			•			•	•	•	•	•			
 YARIDOVICH	4	1500	125	85	70	75	120	50	SHED KEY					•	•	•	•			•	
 YARIDOVICH (DOUBLE)	4	500	100	40	60	10	0	0						•	•	•	•			•	
 ZOMBONE	6	1800	190	60	80	100	50	0			•		•	•	•	•		•		•	



ITEMS

Knowing each item's capabilities is critical, especially since you can't carry more than 29 at once. Don't be surprised if you find yourself making hard choices about which items to sell or throw away and which to keep.



ITEM	AFFECTS	MENU	BATTLE	PRICE	RESULT	COMMENTS
ABLE JUICE	ONE ALLY		•	4	RETURNS ALLY'S STATUS TO NORMAL.	CURES AN ALLY OF SCARECROW, POISON, SLEEP AND OTHER BAD-MAGIC ATTACKS.
BAD MUSHROOM	ONE ENEMY		•	30	POISONS ENEMY AND CAUSES 50 HP OF DAMAGE.	PURCHASE IN SEASIDE TOWN BEFORE FIGHTING YARIDOVICH.
BRACER	ONE ALLY		•	2	INCREASES DEFENSE POWER BY 100%.	MUST BE PURCHASED WITH FROG COINS.
BRIGHT CARD		•		0	ALLOWS YOU INTO GRATE GUY'S CASINO.	GET FROM KNIFE GUY IN BOOSTER'S TOWER.
CARBO COOKIE				0	CAN BE GIVEN TO THE MOLE ON THE BUCKET IN MOLEVILLE.	CAN'T BE BOUGHT.
CRYSTALLINE	ALL ALLIES		•	5	INCREASES DEFENSE POWER BY 100%.	MUST BE PURCHASED WITH FROG COINS.
EARLIER TIMES			•	15	RESETS THE CURRENT BATTLE.	PERMANENT. MUST BE PURCHASED WITH FROG COINS.
ELIXIR	ALL ALLIES	•	•	24	RECOVERS 80 HP.	SOLD IN TADPOLE POND. PRICE VARIES DEPENDING ON WHICH MUSIC CARD YOU HAVE.
ENERGIZER	ONE ALLY		•	2	INCREASES OFFENSE POWER BY 50%.	MUST BE PURCHASED WITH FROG COINS.
FIRE BOMB	ALL ENEMIES		•	200	CAUSES 120 HP OF DAMAGE.	CAUSES LITTLE DAMAGE IN ENEMIES STRONG AGAINST FIRE ATTACKS.
FIREWORKS				500	CAN BE TRADED FOR THE SHINY STONE.	BUY THEM FROM MOLEVILLE INVENTOR.
FLOWER BOX	ALL ALLIES	•		0	INCREASES MAXIMUM FP BY FIVE POINTS.	CAN'T BE BOUGHT.
FLOWER JAR	ALL ALLIES	•		0	INCREASES MAXIMUM FP BY THREE POINTS.	CAN'T BE BOUGHT.
FLOWER TAB	ALL ALLIES	•		0	INCREASES MAXIMUM FP BY ONE POINT.	CAN'T BE BOUGHT.
FRESHEN UP	ALL ALLIES		•	50	RETURNS PARTY'S STATUS TO NORMAL.	CURES ALL ALLIES OF SCARECROW, MUTE AND OTHER BAD-MAGIC ATTACKS.
FRIGHT BOMB	ALL ENEMIES		•	100	SCARES ENEMIES AND CAUSES 100 HP OF DAMAGE.	
FROGGIE DRINK	ALL ALLIES	•	•	16	RECOVERS 30 HP.	SOLD IN TADPOLE POND. PRICE VARIES, DEPENDING ON WHICH MUSIC CARD YOU HAVE.
GOODIE BAG			•	0	GIVES YOU ONE COIN EACH TIME IT IS USED IN BATTLE.	SELL AS SOON AS POSSIBLE.
HONEY SYRUP	ALL ALLIES	•	•	10	RECOVERS 10 FP.	
ICE BOMB	ALL ENEMIES		•	250	CAUSES 140 HP OF DAMAGE.	

ITEM	AFFECTS	MENU	BATTLE	PRICE	RESULT	COMMENTS
KEROKERO COLA	ALL ALLIES	•	•	200	RECOVERS ALL HP AND FP.	WORTH 200 COINS WHETHER BUYING OR SELLING, OR PAY 150 COINS TO MARRYMORE ROOM SERVICE.
LAMB'S LURE	ONE ENEMY		•	0	LURES AN ENEMY AWAY LIKE A LAMB.	USE 48 TIMES TO GET SHEEP ATTACK.
LUCKY JEWEL			•	100	MAKES THE SHELL GAME APPEAR AT THE END OF A BATTLE.	DISAPPEARS AFTER 10 USES.
MAPLE SYRUP	ALL ALLIES	•	•	30	RECOVERS 40 FP.	
MAX MUSHROOM	ONE ALLY	•	•	39	RECOVERS ALL HP.	
MEGALIXIR	ALL ALLIES	•	•	90	RECOVERS 150 HP.	TENOR CARD REQUIRED. PRICE VARIES.
MID MUSHROOM	ONE ALLY	•	•	20	RECOVERS 80 HP.	
MOLDY MUSH	ONE ALLY	•		0	RECOVERS 1 HP.	CAN'T BE BOUGHT. WIN IT IN KNIFE GUY'S JUGGLING GAME OR AT GRATE GUY'S CASINO.
MUKU COOKIE	ALL ALLIES		•	69	RECOVERS 69 HP	OBTAIN BY ATTACKING MUKUMUKU WITH YOSHI COOKIE.
MUSHROOM	ONE ALLY	•	•	4	RECOVERS 30 HP.	
MUSHROOM	ONE ALLY	•	•	4	RECOVERS 30 HP, BUT TURNS THE ALLY INTO A MUSHROOM.	SOLD IN MONSTRO TOWN BY GOOMBA'S TRIPLETS.
MYSTERY EGG			•	200	BECOMES THE LAMB'S LURE WHEN USED 10 TIMES.	ONLY EFFECTIVE IF PRINCESS USES IT. EQUIP HER WITH B'TUB RING FIRST.
PICK ME UP	ONE ALLY		•	5	REVIVES A FALLEN ALLY IN BATTLE.	
POWER BLAST	ALL ALLIES		•	5	INCREASES OFFENSE POWER BY 50%.	MUST BE PURCHASED WITH FROG COINS.
PURE WATER	ONE ENEMY		•	0	DEFEATS UNDEAD ENEMIES INSTANTLY.	CAN'T BE BOUGHT, BUT IS FREQUENTLY WON IN BATTLE.
RED ESSENCE	ONE ALLY		•	0	MAKES AN ALLY INVINCIBLE FOR THREE BATTLE TURNS.	CAN'T BE BOUGHT.
ROCK CANDY	ALL ENEMIES		•	0	CAUSES 200 HP DAMAGE.	CAN'T BE BOUGHT.
ROTTEN MUSH	ONE ALLY	•		0	RECOVERS 5 HP.	CAN'T BE BOUGHT. WIN IT IN KNIFE GUY'S JUGGLING GAME OR AT GRATE GUY'S CASINO.
ROYAL SYRUP	ALL ALLIES	•	•	0	RECOVERS ALL FP.	CAN'T BE BOUGHT.
SEE YA			•	10	PERMANENT.	MUST BE PURCHASED WITH FROG COINS.
SHEEP ATTACK	ALL ENEMIES		•	0	TURNS ENEMIES INTO LAMBS, THEN CHASES THEM AWAY!	YOU WON'T GET EXPERIENCE OR COINS WHEN USING SHEEP ATTACK.
SHINY STONE				0	OPENS DOOR TO CULEX.	GET FROM MOLEVILLE GIRLS 'PUR-TEND' STORE. PRICE: 1 FIREWORKS.
SLEEPY BOMB	ALL ENEMIES		•	1	PUTS ENEMIES TO SLEEP.	MUST BE PURCHASED WITH FROG COINS.
STAR EGG	ALL ENEMIES		•	0	CAUSES 100+ HP OF DAMAGE.	PERMANENT. GET IT BY WINNING THE LOOK AWAY GAME IN THE CASINO 100 TIMES.
WALLET				0	TRADE IT FOR A FLOWER TAB.	RECOVER FROM CROCO IN BANDIT'S WAY.
WILT SHROOM	ONE ALLY	•		0	RECOVERS 10 HP.	CAN'T BE BOUGHT. WIN IT IN KNIFE GUY'S JUGGLING GAME OR AT GRATE GUY'S CASINO.
YOSHI-ADE	ONE ALLY		•	0	INCREASES OFFENSE & DEFENSE POWER BY 100%.	OBTAIN ON YO'STER ISLAND.
YOSHI CANDY	ONE ALLY	•	•	0	RECOVERS 100 HP.	RECEIVE FROM YOSHI IN BATTLE.
YOSHI COOKIE	ONE ENEMY		•	0	MAKES YOSHI TURN AN ENEMY INTO AN ITEM.	IF YOSHI FAILS TO TURN AN ENEMY INTO AN ITEM, HE'LL GIVE YOU YOSHI CANDY.

Here's your guide to every hidden Treasure Box floating over the world. If you're unsure how many remain untapped, consult the reformed Pandorite at Monsternama's house in Monstro Town.



2 MUSHROOM KINGDOM

FLOWER

Descend the stairs of the Item Shop to the basement. A friendly cellar-dweller will give you a little lesson in finding hidden Treasure Boxes. When he says "Jump," don't ask how high. Just do it!



1 MUSHROOM KINGDOM

FROG COIN

Hop on Toad's head when you enter the Mushroom Castle the first time. As Toad approaches the door to the throne room, jump to reveal a platform. From this platform you can reach a Treasure Box.



3 MUSHROOM KINGDOM

FLOWER

After telling you about hidden Treasure Boxes, the little chap in the Item Shop basement will take a walk. Jump on his head. When he reaches this corner, jump to reveal the Treasure Box.



4 BANDIT'S WAY

KEROKERO COLA

Stand atop this spinning flower. Jump up and slightly to the right to reveal the Treasure Box. Because it refills all Hit Points and Flower Points in your party, Kerokero Cola is one of the best items you can find.



5 ROSE TOWN

FROG COIN

Jump on the bookshelf behind the counter in the Item Shop to reach this Treasure Box. Don't worry about appearing rude. The shopkeeper and his family don't seem to mind that you've turned his establishment into a jungle gym.



6 ROSE TOWN

FROG COIN

After hopping from the man's head to reach his house on the hill, go upstairs. The hidden Treasure Box is over the bed. Next, step on the switch to make the front steps re-materialize.



7 FOREST MAZE

KEROKERO COLA

In Rose Town it's whispered that woodland sprites have secreted many treasures in the deep, dark Forest Maze. Begin your exploration by going to the left side of the very first section of the Forest Maze. Jump to reveal the Treasure Box.



8 FOREST MAZE

FROG COIN

Elude the Rat Funk in the first underground section, then leap on a trampoline to get top-side once more. Go left and jump to reveal the Treasure Box. This is one part of his journey where Mario likes to get stumped!



9 FOREST MAZE

KEROKERO COLA

When you reach the area with Wigglers crawling out of seven stumps, hop down the stump on the far left. Once in the cavern, go to the far left corner and leap to reveal the Treasure Box.



10 FOREST MAZE

FLOWER

Wigglers patrol seven stumps hidden deep in the woods. Hop into the far right stump, elude the belligerent Buzzers and angry Adamitas, then stand in the patch of light in the foreground and jump.



11 FOREST MAZE

EMPTY

In the section with the seven stumps, jump down the left stump in the second row. Jump in the corner directly behind the trampoline to reveal the Treasure Box. Unfortunately, it's empty. Fooled ya!



**12 FOREST MAZE****RED ESSENCE**

Before exiting the section with the hollow stump and the Save Block, head right and jump to reveal a Treasure Box. Red Essence renders you invulnerable for three battle turns.

**13 PIPE VAULT****FROG COIN**

Hop down the second of six pipes sprouting Piranha Plants. Jump at the end of the row of blocks to make a platform appear. Walk to the second block and jump to reveal the Treasure Box.

**14 PIPE VAULT****FROG COIN**

Another hidden Treasure Box hovers two blocks beyond the first one. To get the Frog Coin below, press Right and hold the Y Button to run, then press Down to slide.

**15 YO'STER ISLE****FROG COIN**

After emerging from Pipe Vault, save your game. The Treasure Box floats slightly to the left of the Save Block. Now head south for some fun and games on the island of the music-loving dinosaurs.

**16 BOOSTER PASS****FLOWER**

Who would imagine that a lovely flower could grow in parched Booster Pass? In the very first section, stand on the plant over the cave entrance and jump to reveal the Treasure Box.

**17 BOOSTER PASS****ROCK CANDY**

There are two exits from the first section, one through a cavern and the other over the hill. Just to the right of the above-ground exit, jump to reveal this Treasure Box. Rock Candy wreaks major havoc on every enemy on the battlefield.

**18 BOOSTER TOWER****FROG COIN**

Evade the Snifits while climbing the first flight of stairs. A Treasure Box floats over the landing. Simply stand on the dark square and jump. If you want to get out of this room without fighting, stick to the back wall and jump over the marching Snifits.

**19 BOOSTER TOWER****FROG COIN**

It takes a sharp eye to puzzle your way through the giant optical illusion that is Booster Town. After the Thwomp see-saws you to the stairwell with the parachuting Spookums, go to the far left corner to find this Treasure Box.

**20 BOOSTER TOWER****GOODIE BAG**

At the top of Booster Tower you'll find yourself in a room with giant ledges projecting from the wall and a Save Block. Climb the ledges until you can hop on top of a visible Treasure Box, then jump again to reveal the hidden one.

**21 BOOSTER TOWER****MUSHROOM**

Just before leaving the room with the hidden Treasure Box floating over a visible one, take a quick jog to Mario's right and jump to reveal another Treasure Box. It's far better to sell that Goodie Bag you just snared than to hoard it.

**22 MARRYMORE****FROG COIN**

Spend the night in the regular room in the Marrymore Inn. When you wake up, climb the bookshelf and jump to make the hidden Treasure Box appear.

**23 SUNKEN SHIP****FLOWER**

After defeating King Calamari, Mario will enter an eerie room where he comes moustache-to-moustache with his ghostly alter ego. The real Mario will have to jump on top of mirror Mario, then jump to reveal this Treasure Box.

**24 LAND'S END****FLOWER**

Reach the pendulating platform by firing yourself out of the first pot cannon you reach. Stand on the far corner of the platform and leap away when the platform reaches its high point.

**25 LAND'S END****FLOWER**

In the second stage, stand between the cannon and the plateau and jump to activate a hidden platform. Crawl back into the cannon and shoot onto the platform. Once you've landed, leap up to reveal the Treasure Box.



**26 LAND'S END****FROG COIN**

Just before you reach the Sky Bridge, jump between the two stationary purple flowers to reveal the Treasure Box. Just don't get a bee in your bonnet about the troublemakers swarming around this area, O.K.?

**27 LAND'S END****FROG COIN**

Hop into the cave beneath the Sky Bridge and follow the secret passage to Kero Sewers. In the first section, go to the corner in the back. Elude the Chow and leap to reveal the Treasure Box.

**28 BELOME'S TEMPLE****FROG COIN**

After the first part of your fortune is fulfilled, a gate will open and admit you to a passageway with two visible Treasure Boxes. Leap from the wall onto the Treasure Box on the left, then jump straight up.

**29 BELOME'S TEMPLE****FROG COIN**

Belome is so concerned with eating that he's left a few treasures unguarded. After opening the first hidden Treasure Box, descend the stairs. Stand in this corner and jump to reveal a Treasure Box with a Frog Coin inside.

**30 MONSTRO TOWN****FLOWER**

On your way out of this rustic mountain hamlet, stand between the flowering bush and the wall and jump to reveal the Treasure Box. The residents would have grabbed this Flower, but their fighting days are over.

**31 BEAN VALLEY****ROCK CANDY**

Hills like red elephants dot Bean Valley, requiring Mario to detour through pipes. After entering the valley from Monstro Town, hop down the pipe on the right. When you pop out, go to the red hill on the left and jump to reveal the Treasure Box.

**32 BEAN VALLEY****KEROKERO COLA**

In the area with the five Piranha Plants growing out of the pipes, defeat the Piranha Plant on the lower right and climb down its pipe. Circle around to the far side of the room and jump to reveal the Treasure Box.

**33 BEAN VALLEY****RED ESSENCE**

Defeat the Piranha Plant on the far right and hop into its pipe. Walk right. The Treasure Box is halfway between the trampoline and the yellow stairs.

**34 NIMBUS LAND****FROG COIN**

Enter the Item Shop and climb on top of the excess inventory in the back, then jump toward the shopkeeper to make a Treasure Box appear.

**35 NIMBUS LAND****FROG COIN**

Enter Nimbus Castle and head for the grand hallway with the three doorways. Go to the far left side and say "Hi" to the bird, then stand in the corner and jump to reveal the Treasure Box.

**36 NIMBUS LAND****FROG COIN**

After defeating Birdo, head out the back door to the room where King Nimbus is being held prisoner. Pause on your way to jump on the Treasure Box hovering over the lower passageway. A hidden Treasure Box over it contains a Frog Coin.

**37 NIMBUS LAND****FROG COIN**

Starting in the hallway with the three doors, enter the door on the left. Descend the second set of stairs. Just before you enter the room with the Save Block, a hidden Treasure Box hovers overhead.

**38 NIMBUS LAND****FROG COIN**

The fifth Frog Coin in Nimbus Land floats in space! After finding the hidden Treasure Box behind the third door on the left, walk straight out into the void. When you can't go any farther, leap to reveal another one.

**39 SMITHY FACTORY****MUSHROOM**

Shortly after bolting from the area with the multiple screws and evading the Ameboids, you'll come across this rest stop with a Save Block. Just to its left is a hidden Treasure Box.





WEAPONS

The Special Attacks look great, but most of your baddie-busting will be done with Regular Attacks. Buy and equip more-powerful weapons as soon as you can.

MARIO

WEAPON	ATTACK POWER	AREA	PRICE	COMMENTS
HAMMER	10	1	70	DEFEAT HAMMER BROS.
NOKNOK SHELL	20	2	20	GET FROM TOAD AT MIDAS RIVER.
PUNCH GLOVE	30	3	36	SOLD IN MOLEVILLE.
MASHER	50	3	0	FIND IT IN BOOSTER TOWER.
SUPER HAMMER	40	3	70	A MARRYMORE PURCHASE.
TROOPA SHELL	50	4	90	A SEASIDE SHELL.
MEGA GLOVE	60	5	102	BUY IT IN MONSTRO TOWN.
ULTRA HAMMER	70	7	115	FIND IT IN SMITHY FACTORY.
LAZY SHELL	90	2	200	HELP ROSE TOWN GARDENER.
HAMMER	0	4	123	"LUCKY" APPEARS IF TIMED RIGHT.

GENO

FINGER SHOT	12	3	50	PURCHASE IT IN MOLEVILLE.
HAND GUN	24	5	75	MARRYMORE MUNITIONS.
DOUBLE PUNCH	35	3	88	BUY IT IN SEASIDE TOWN.
HAND CANNON	45	6	105	FROM NIMBUS LAND ARMORY.
STAR GUN	57	7	120	FIND IT IN BOWSER'S KEEP.

MALLOWS

FROGGIE STICK	20	2	180	GET FROM FROGFUCIUS.
CYMBALS	30	3	42	MAKE MUSIC IN MOLEVILLE.
WHOMP GLOVE	40	3	72	MERRY FIND IN MARRYMORE.
RIBBIT STICK	50	4	86	A STEAL IN SEASIDE TOWN.
STICKY GLOVE	60	5	98	A MONSTRO TOWN MITTEN.
SONIC CYMBALS	70	7	108	FIND THEM IN BOWSER'S KEEP.

BOWSER

WEAPON	ATTACK POWER	AREA	PRICE	COMMENTS
CHOMP	10	4	0	FIND IT IN BOOSTER TOWER.
CHOMP SHELL	9	3	60	TRADE UP IN MARRYMORE.
HURLY GLOVES	20	4	92	WATCH FLYING MARIO!
SPIKED LINK	30	5	94	A MONSTRO TOWN MACE.
DRILL CLAW	40	7	118	A KEEPER FROM BOWSER'S KEEP.

PRINCESS

SLAP GLOVE	40	3	0	BASIC PRINCESS PROTECTION.
PARASOL	50	4	84	POWERFUL WHEN OPENED.
WAR FAN	60	6	100	BUY IT IN NIMBUS LAND.
SUPER SLAP	70	7	110	FIND IT IN BOWSER'S KEEP.
FRYING PAN	90	3	300	"METAL PLATE" IN MOLEVILLE.





ARMOR



Maybe armor is so pricey because most outfits are custom-made for only one hero, or maybe it's because high fashion always costs a pretty penny.

MARIO

ARMOR	WORLD	DEFENSE	M.DEFENSE	PRICE
SHIRT	1	6	6	7
THICK SHIRT	2	12	8	14
MEGA SHIRT	3	8	10	22
HAPPY SHIRT	3	24	12	38
SAILOR SHIRT	4	30	15	50
FUZZY SHIRT	6	36	18	70
FIRE SHIRT	6	42	21	90
HERO SHIRT	7	48	24	100

GENO

MEGA CAPE	3	6	3	22
HAPPY CAPE	3	12	6	38
SAILOR CAPE	4	18	9	50
FUZZY CAPE	6	24	12	70
FIRE CAPE	6	30	15	90
STAR CAPE	7	36	18	100



EVERYONE

ARMOR	SPEED	ATTACK	DEFENSE	M.ATTACK	M.DEFENSE	PRICE
WORK PANTS	5	10	15	10	5	22
SUPER JACKET	30	50	50	50	50	700
LAZY SHELL	-50	-50	127	-50	127	0

MALLOW

ARMOR	WORLD	DEFENSE	M.DEFENSE	PRICE
PANTS	1	6	3	7
THICK PANTS	2	12	6	14
MEGA PANTS	3	18	9	22
HAPPY PANTS	3	24	12	38
SAILOR PANTS	4	30	15	50
FUZZY PANTS	6	36	18	70
FIRE PANTS	6	42	21	90
PRINCE PANTS	7	48	24	100

BOWSER PRINCESSES

HAPPY SHELL	3	6	3	38
COURAGE SHELL	5	12	6	60
FIRE SHELL	6	18	9	90
HEAL SHELL	7	24	12	100

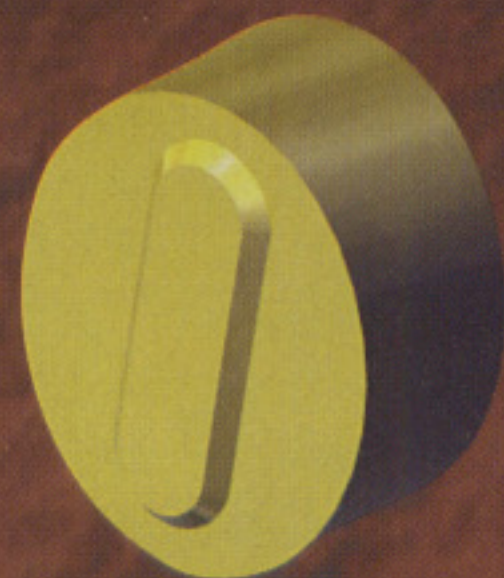
POLKA DRESS	3	24	12	0
NAUTICA DRESS	4	30	15	50
FUZZY DRESS	6	36	18	70
FIRE DRESS	6	2	21	90
ROYAL DRESS	7	48	24	100

COMMENTS

WORK PANTS	5	10	15	10	5	22	UNUSUAL IN THAT IT BOOSTS ATTACK CAPABILITIES.
SUPER JACKET	30	50	50	50	50	700	MARIO WINS IT BY JUMPING 100 STRAIGHT TIMES.
LAZY SHELL	-50	-50	127	-50	127	0	FIND ATOP THE ROSE GARDENER'S VINE.



ACCESSORIES



A few accessories, such as the Experience Ring, work even if the wearer doesn't go into battle. Many of the best accessories can only be found or won, never purchased.

ACCESSORY	SPEED	ATTACK	DEFENSE	M.ATTACK	M.DEFENSE	PRICE	COMMENTS
AMULET	-5	7	7	7	7	200	WIN IT IN BOOSTER'S CURTAIN CONTEST.
ANTIDOTE PIN			2		2	28	PROTECTS AGAINST POISON ATTACKS.
ATTACK SCARF	30	30	30	30	30	0	MARIO WINS IT BY JUMPING 30 TIMES. ONLY HE CAN WEAR IT.
B'TUB RING						145	ONLY PRINCESS CAN WEAR IT. DECREASES MAGIC ATTACKS BY 50%.
COIN TRICK						36	DOUBLES COINS EARNED. MUST BE PURCHASED WITH FROG COINS.
EXP. BOOSTER						22	DOUBLES EXPERIENCE EARNED. MUST BE PURCHASED WITH FROG COINS.
FEARLESS PIN			5		5	130	PROTECTS AGAINST FEAR ATTACKS.
FEATHER	20		5		5	666	INCREASES SPEED WITH WHICH WEARER'S TURN COMES UP.
GHOST MEDAL						0	INCREASES DEFENSE POWER BY 2, MAGIC POWER BY 2.
JINX BELT	12	27	27			0	PREVENTS INSTANT DEATH.
JUMP SHOES	2		1	5	1	30	ALLOWS MARIO TO USE JUMP ATTACKS ON ANY ENEMY.
QUARTZ CHARM						7	PREVENTS INSTANT DEATH, INCREASES OFF. AND DEF. BY 50%.
RARE SCARF		15		15	150	0	NESTLED AMONG NIMBUS LAND VINES.
SAFETY BADGE			5		5	500	PROTECTS AGAINST MUTE AND POISON ATTACKS.
SAFETY RING	5		5		5	800	PREVENTS INSTANT DEATH.PROTECTS WEARER FROM MAGIC ATTACKS.
SCROOGE RING						50	DECREASES FP USE BY 50%. MUST BE PURCHASED WITH FROG COINS.
SIGNAL RING	10					600	EMITS A TONE WHEN A HIDDEN TREASURE BOX IS NEAR.
TROOPA PIN	20					0	INCREASES ATTACK POWER BY 1.5, MAGIC POWER BY 1.5.
TRUEFORM PIN			4		4	60	PROTECTS AGAINST MUSHROOM AND SCARECROW ATTACKS.
WAKE UP PIN			3		3	42	PROTECTS AGAINST SILENCE AND SLEEP ATTACKS.
ZOOM SHOES	10		5		5	100	INCREASES SPEED WITH WHICH WEARER'S TURN COMES UP.



INN & SHOP GUIDE

Fighting an alien invasion isn't all fun and games. You have to feed your troops, clothe them, find places for them to spend the night, and provide the equipment that can provide the difference between winning and losing.

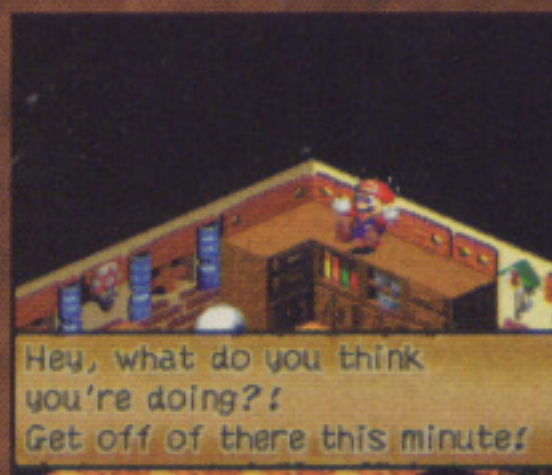
MUSHROOM KINGDOM

INN



MUSHROOM KINGDOM

3 COINS



Other shopkeepers you'll encounter aren't so particular, though. Unless Mario dons the Jump Shoes sold here, his Jump Attack will prove ineffectual against the specters haunting Kero Sewers.

The bearded proprietor doesn't cotton to customers coming behind the counter or jumping on the shelving.

ITEM SHOP

TYPE	NAME	PRICE
ITEM	HONEY SYRUP	10
ITEM	PICK ME UP	5
ITEM	ABLE JUICE	4
ARMOR	SHIRT	7
ARMOR	PANTS	7
ACCESSORY	JUMP SHOES	30
ACCESSORY	ANTIDOTE PIN	28

POND TO PIPES



TADPOLE POND

The items sold here are a big help in battle. Instead of squandering turns boosting the HP of one ally at a time, these items give you a fast group-fix. Late in the game, when enemies wreak havoc on your HP and FP, you'll be thankful you put up a good supply of Kerokero Cola. You'll need a music card from Melody Bay to enter the Juice Bar.



JUICE BAR

TYPE	NAME	PRICE
ITEM	FROGGIE DRINK	VARIES
ITEM	ELIXIR	VARIES
ITEM	MEGALIXIR	VARIES
ITEM	KEROKERO COLA	200

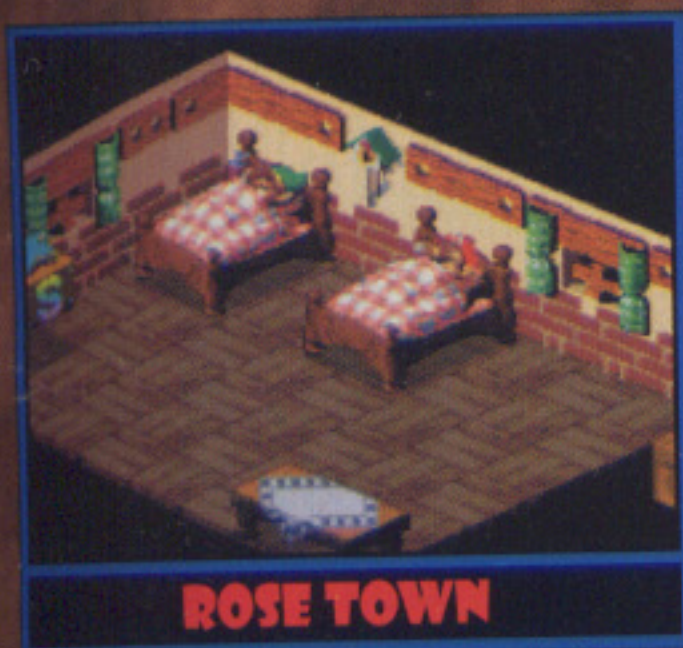
FROG COIN EMPORIUM

TYPE	NAME	PRICE
ITEM	SLEEPY BOMB	1 COIN
ITEM	BRACER	2 COINS
ITEM	ENERGIZER	2 COINS
ITEM	CRYSTALLINE	5 COINS
ITEM	POWER BLAST	5 COINS

These rare items give you a big boost in battle. Once Geno joins the party with his powerful Geno Boost, you should forego the Bracer and Energizer in favor of the Crystalline and Power Blast. The Sleepy Bomb helps out when you're facing a troop of troublemakers, but be sure that your intended victim is vulnerable to sleep attacks.



INN



ROSE TOWN

FREE



During your first trip to Rose Town, visit the Inn and play with Gaz, the innkeeper's son. For being such a nice person, subsequent stays will be on the house.

ITEM SHOP



The Thick Shirt and Thick Pants are your best buys here. The Antidote Pin will protect you against toxic troublemakers in the Forest Maze, but the Fearless Pin is overpriced. Able Juices will cure the bad-magic attacks deployed by the forest dwellers.

ITEM

TYPE	NAME	PRICE
ITEM	MUSHROOM	4
ITEM	HONEY SYRUP	10
ITEM	PICK ME UP	5
ITEM	ABLE JUICE	4

ACCESSORIES

TYPE	NAME	PRICE
ARMOR	THICK SHIRT	14
ARMOR	THICK PANTS	14
ACCESSORY	JUMP SHOES	30
ACCESSORY	ANTIDOTE PIN	28
ACCESSORY	WAKE-UP PIN	42
ACCESSORY	TRUEFORM PIN	60
ACCESSORY	FEARLESS PIN	130

MOLE MOUNTAINS

INN



MOLEVILLE

INN 10 COINS

MINE FINDS



The Metal Plate is actually Princess Toadstool's best weapon. Once equipped, it's called the Frying Pan. It's not for sale until you've passed through Nimbus Land. The Lucky Jewel allows you to play double-or-nothing after defeating an enemy.

TYPE	NAME	PRICE
ITEM	LUCKY JEWEL	100
ITEM	MYSTERY EGG	200
WEAPON	METAL PLATE	300

ITEM SHOP

TYPE	NAME	PRICE
WEAPON	PUNCH GLOVE	36
WEAPON	FINGER SHOT	50
WEAPON	CYMBALS	42
ARMOR	MEGA SHIRT	22
ARMOR	MEGA CAPE	22
ARMOR	MEGA PANTS	22
ARMOR	WORK PANTS	22
ITEM	MID MUSHROOM	20
ITEM	MAPLE SYRUP	30

FIREWORKS 500 COINS

An amateur inventor is tinkering with the latest in pyrotechnology. Just outside his home, you can trade his Fireworks for the little girl's Shiny Stone. This will admit you to the battle with Culex in Monstro Town.



SWAP SHOP

TYPE	NAME	PRICE
ITEM	FRIGHT BOMB	100 PTS.
ITEM	FIRE BOMB	100 PTS.
ITEM	ICE BOMB	100 PTS.



This Moleville matron will give you points for your Items. When you have 100 points, you can purchase a Fire Bomb, Ice Bomb or Fright Bomb. She drives a hard bargain, so don't make a deal unless you really want to have a blast.

HOTEL



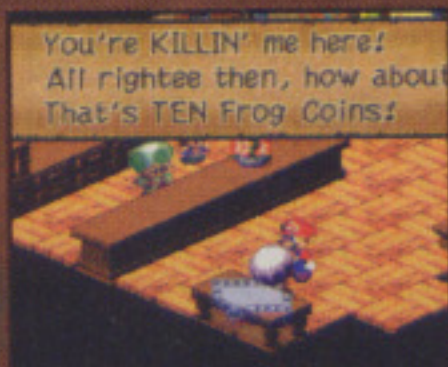
MARRYMORE

REGULAR ROOM - 10 COINS
SUITE - 200 COINS

ROOM SERVICE

TYPE	NAME	PRICE
ITEM	PICK ME UP	10
ITEM	KEROKERO COLA	150

"ARE YOU CRAZY?!"



That's what you should say to the sharpie in the lobby who wants to buy your Bright Card for a measly 100 coins. Turn down his follow-up offer of five Frog Coins and he'll make his final offer: 10 Frog Coins! Incidentally, tip the bellhop 10 coins every time you stay in the suite. When you leave, tell him you had a wonderful time and he'll give you a nice token of his esteem.



Staying past checkout time in the suite costs you 100 coins per night. If you're out of cash, you'll have to work off your bill as a bellhop.

ITEM SHOP

TYPE	NAME	PRICE
WEAPON	SUPER HAMMER	70
WEAPON	HAND GUN	75
WEAPON	WHOMP GLOVE	72
WEAPON	CHOMP SHELL	60
ARMOR	HAPPY SHIRT	38
ARMOR	HAPPY PANTS	38
ARMOR	HAPPY CAPE	38
ARMOR	HAPPY SHELL	38
ACCESSORY	B'TUB RING	145
ITEM	MID MUSHROOM	20
ITEM	MAPLE SYRUP	30

SEASIDE

HOTEL



SEASIDE TOWN

15 COINS

MUSHROOM BOY'S SHOP



Hidden in the Forest Maze are some mighty fine funghi. Pluck all that you can, then come here and feed your finds to the proprietor. You won't get anything for the regular mushrooms, but a Rippin' Mushroom merits a powerful Rock Candy and a Berry Mushroom will win you a Maple Syrup. There's even a Flower Mushroom, good for a Flower Tab. Your returns will diminish on subsequent foraging expeditions, but you can usually find a few Berry Mushrooms.



WEAPON & ARMOR SHOP

TYPE	NAME	PRICE
WEAPON	TROOPA SHELL	90
WEAPON	PARASOL	84
WEAPON	HURLY GLOVES	92
WEAPON	DOUBLE PUNCH	88
WEAPON	RIBBIT STICK	86
WEAPON	NOKNOK SHELL	20
WEAPON	PUNCH GLOVE	36
WEAPON	FINGER SHOT	50
WEAPON	CYMBALS	42
WEAPON	CHOMP SHELL	60
WEAPON	SUPER HAMMER	70
WEAPON	HAND GUN	75
WEAPON	WHOMP GLOVE	72
WEAPON	SLAP GLOVE	100
WEAPON	HAMMER	123
ARMOR	SAILOR SHIRT	50
ARMOR	SAILOR PANTS	50
ARMOR	SAILOR CAPE	50
ARMOR	NAUTICA DRESS	50
ARMOR	SHIRT	7
ARMOR	PANTS	7
ARMOR	THICK SHIRT	14
ARMOR	THICK PANTS	14
ARMOR	MEGA SHIRT	22
ARMOR	MEGA PANTS	22
ARMOR	MEGA CAPE	22
ARMOR	HAPPY SHIRT	38
ARMOR	HAPPY PANTS	38
ARMOR	HAPPY CAPE	38
ARMOR	HAPPY SHELL	38





Good to see you again.
Did you have a chance to
accumulate many Frog Coins?



FROG COIN SHOP

TYPE	NAME	PRICE
ITEM	SEE YA	10
ITEM	EARLIER TIMES	15
ACCESSORY	EXP. BOOSTER	22
ACCESSORY	COIN TRICK	36
ACCESSORY	SCROOGE RING	50

WEAPON AND ARMOR SHOP

TYPE	NAME	PRICE
ACCESSORY	JUMP SHOES	30
ACCESSORY	ANTIDOTE PIN	28
ACCESSORY	WAKE-UP PIN	42
ACCESSORY	FEARLESS PIN	130
ACCESSORY	TRUEFORM PIN	60
ACCESSORY	ZOOM SHOES	100

ITEM SHOP

(BEFORE DEFEATING
YARIDOVICH)

TYPE	NAME	PRICE
ITEM	BAD MUSHROOM	30
ITEM	MUKU COOKIE	69
ITEM	FRIGHT BOMB	100
ITEM	FIRE BOMB	200
ITEM	ICE BOMB	250

FREE RECOVER POINTS

MARIO'S PAD

Turn out the light
and flop onto that
bright green bed-
spread for a
refreshing snooze.



ROSE TOWN



Because Mario
played with Gaz, the
innkeeper will let
him stay free every
time he returns.

MONSTRO TOWN

The 3 Musty Fears
are so busy scaring
people, they forget
to work their cash
register.



HOT SPRING



Take a satisfying dip
in this world-
renowned spa near
Nimbus Land.

BOWSER'S KEEP

Knock some sense
into this Magi-
koop and he'll
buck up your HP
and FP whenever
you need it.



HEALTH FOOD STORE

TYPE	NAME	PRICE
ITEM	MUSHROOM	4
ITEM	MID MUSHROOM	20
ITEM	HONEY SYRUP	10
ITEM	MAPLE SYRUP	30
ITEM	PICK ME UP	5
ITEM	ABLE JUICE	4
ITEM	FRESHEN UP	50

SEA ITEM SHOP

TYPE	NAME	PRICE
WEAPON	HURLY GLOVES	92
WEAPON	SUPER HAMMER	70
WEAPON	HAND GUN	75
WEAPON	WHOMP GLOVE	72
ARMOR	SAILOR SHIRT	50
ARMOR	SAILOR PANTS	50
ARMOR	SAILOR CAPE	50
ARMOR	NAUTICA DRESS	50
ITEM	MID MUSHROOM	20
ITEM	MAPLE SYRUP	30
ITEM	PICK ME UP	5
ITEM	ABLE JUICE	4
ITEM	FRESHEN UP	50

BEETLES ARE US



Pay one of Booster's
erstwhile minions
150 coins for the
dubious pleasure of
dashing up Booster
Hill in a harebrained
attempt to grab flit-

ting beetles. Depending on the rarity of
each bug you bag, you'll earn 1 coin, 50
coins or even 1 Frog Coin for the extreme-
ly elusive Golden Beetle. Only ace action
players do well at this game. Even if you
don't buy a Beetle Box, you should toddle
up Booster Hill again and again until you've
plucked eight Flowers.



The only way you can speed up is to
jump on the rolling barrels. You'll lose
ground if a Snifit touches you.

LAND'S END

When one of the Triplet's Mushrooms is used in battle, it changes the friend it's supposed to help into a mushroom! It's a fine fungus if used between battles, but why take the risk during a battle?

NIMBUS LAND

Aside from its considerable entertainment value, little comes of renting this peculiar pillow. Once in a great while, though, Toad will apologize for causing you to have a nightmare and offer a Red Essence as a way to make up. Save it for your showdown with Valentina or the Czar Dragon in Barrel Volcano.

HINOPIO'S BED

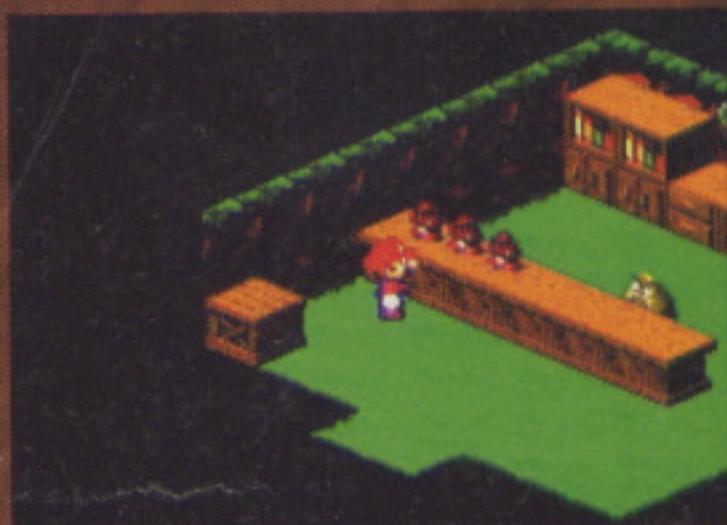
As they say in the hospitality biz, location is everything. How else could the H man charge 30 coins for the pleasure of sacking out on some old wooden crates? He doesn't even offer The Lava Channel on cable TV.

SMITHY FACTORY

TOAD'S SHOP

TYPE	NAME	PRICE
ITEM	MAPLE SYRUP	30
ITEM	PICK ME UP	5
ITEM	FRESHEN UP	50
ITEM	FIRE SHIRT	90
ITEM	FIRE PANTS	90
ITEM	FIRE PANTS	90

MONSTRO TOWN WEAPON SHOP



INN



DREAM CUSHION-30 COINS



BARREL VOLCANO

30 COINS

CROCO'S SHOP 1

TYPE	NAME	PRICE
ITEM	MID MUSHROOM	20
ITEM	MAPLE SYRUP	30
ITEM	PICK ME UP	5
ITEM	FRESHEN UP	50
ARMOR	FIRE SHIRT	90
ARMOR	FIRE PANTS	90
ARMOR	FIRE CAPE	90
ARMOR	FIRE SHELL	90
ARMOR	FIRE DRESS	90

TYPE	NAME	PRICE
WEAPON	SPIKED LINK	94
ARMOR	COURAGE SHELL	60
ITEM	MID MUSHROOM	20
ITEM	MAPLE SYRUP	30
ITEM	PICK ME UP	5
ITEM	ABLE JUICE	4
ITEM	FRESHEN UP	50
ITEM	MUSHROOM	4

ITEM SHOP

TYPE	NAME	PRICE
ITEM	MID MUSHROOM	20
ITEM	MAPLE SYRUP	30
ITEM	PICK ME UP	5
ITEM	ABLE JUICE	4
ITEM	FRESHEN UP	50
WEAPON	MEGA GLOVE	102
WEAPON	WAR FAN	100
WEAPON	HAND CANNON	105
WEAPON	STICKY GLOVE	98
ARMOR	FUZZY SHIRT	70
ARMOR	FUZZY PANTS	70
ARMOR	FUZZY CAPE	70
ARMOR	FUZZY DRESS	70

HINOPIO'S ITEM SHOP

TYPE	NAME	PRICE
ITEM	MID MUSHROOM	20
ITEM	MAPLE SYRUP	30
ITEM	PICK ME UP	5
ITEM	ABLE JUICE	4
ITEM	FRESHEN UP	50
ARMOR	FIRE SHIRT	90
ARMOR	FIRE PANTS	90
ARMOR	FIRE CAPE	90
ARMOR	FIRE SHELL	90
ARMOR	FIRE DRESS	90

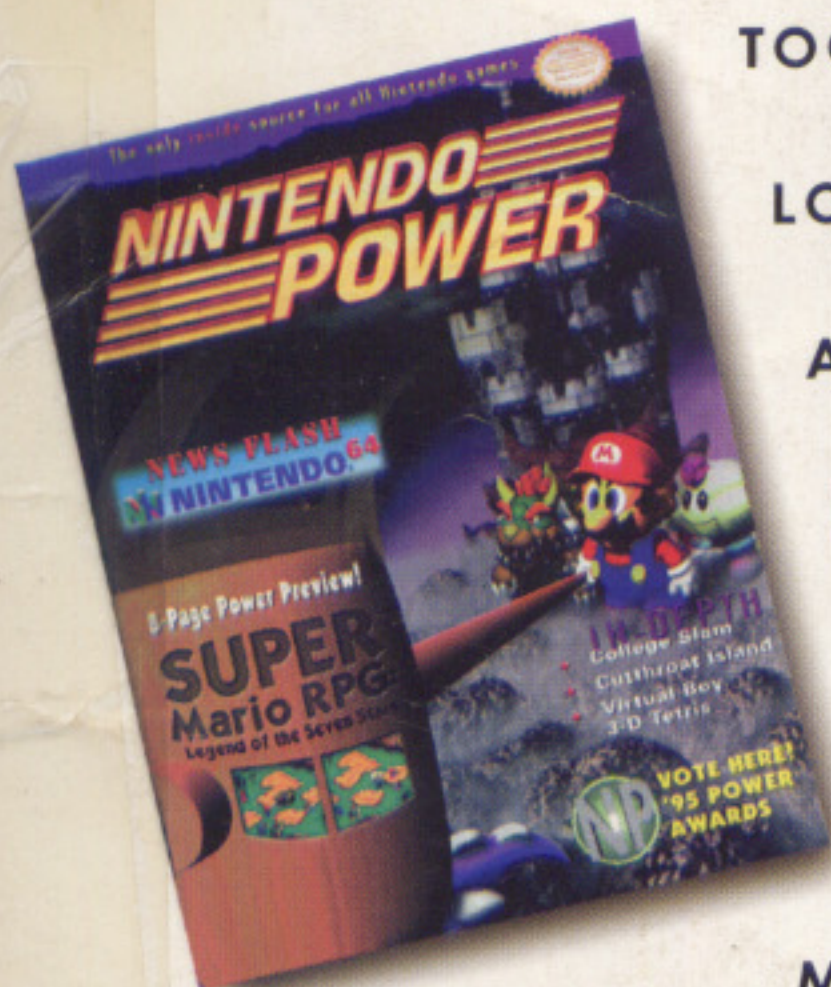
CROCO'S SHOP 2

TYPE	NAME	PRICE
ITEM	MID MUSHROOM	20
ITEM	MAPLE SYRUP	30
ITEM	PICK ME UP	5
ITEM	FRESHEN UP	50
ARMOR	HERO SHIRT	100
ARMOR	PRINCE PANTS	100
ARMOR	STAR CAPE	100
ARMOR	HEAL SHELL	100
ARMOR	ROYAL DRESS	100



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